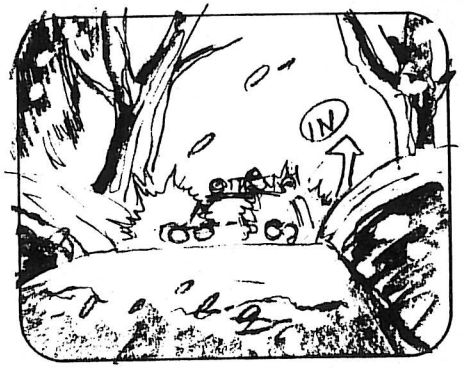
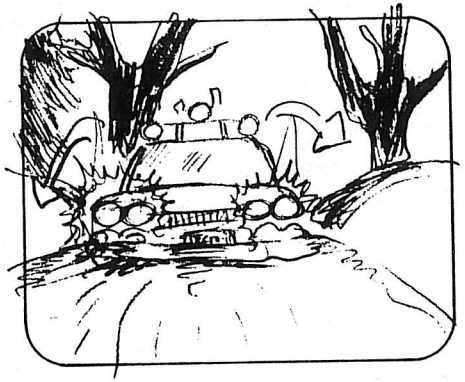
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 2

SCENE	TIMING	SCENE	TIMING	SCENE 1	TIMING	SCENE	TIMING





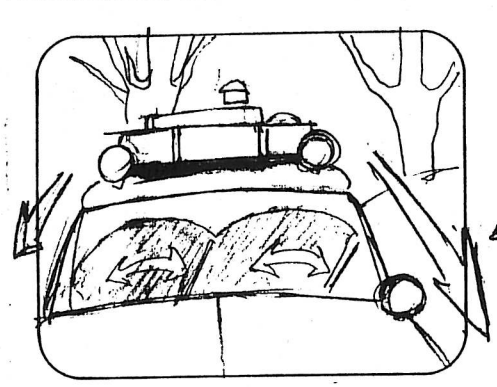
ACTION/ EXT. NIGHT - COUNRY ROAD- WINTER IT'S SNOW FAIRLY HARD- PAN DOWN TO NARROW ROAD, SNOW COVERED. ECTO-1 DRIVES IN AROUND CORNER, GOES O.S. BEHIND HILL. LIGHT FROM ECTO-1'S HEAD LIGHTS HITS BACK OF TREES, HILL, AT GETS BRIGHTER AS ECTO-1, STILL O.S., APPROACHES	ACTION/ ECTO-1 DRIVES OVER EDGE OF HILL TOWARD CAMERA	ACTION/ ANIMATE LIGHT FROM HEAD LIGHTS MOVING ALONG ROAD AND TREES
DIALOGUE/	DIALOGUE/	DIALOGUE/ WINSTON (VO) You sure this — —
SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ IF POSSIBLE ANIMATE LIGHT HITTING FALLING SNOWFLAKES	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/

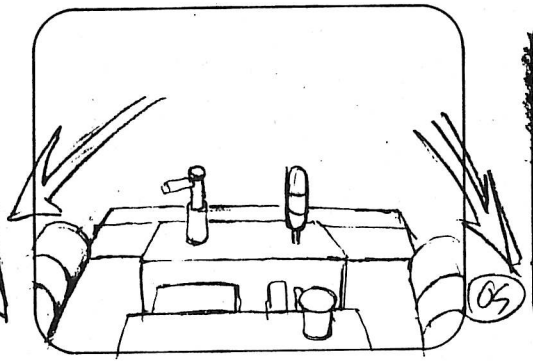
DIC AUDIO VISUAL

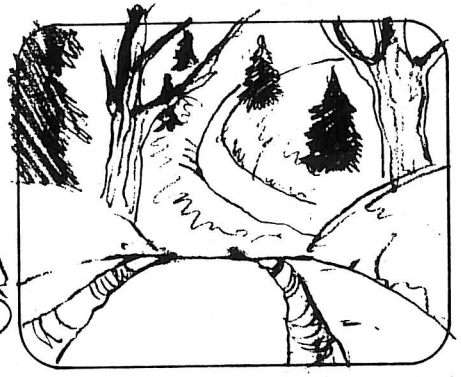
MAINTITLE

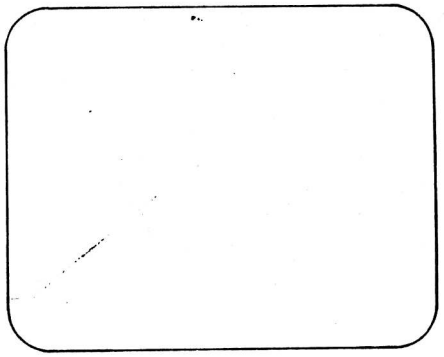
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 3

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







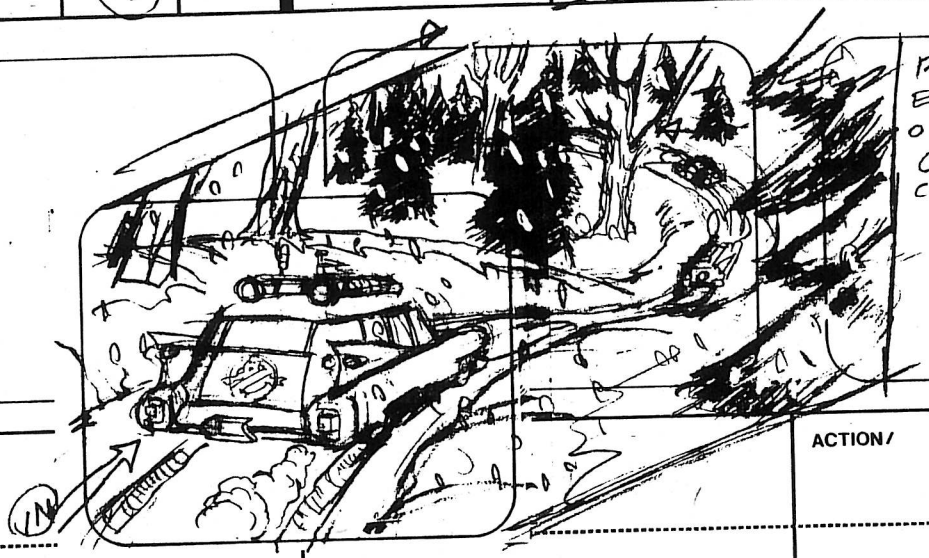


ACTION/ CAR DRIVES UNDERNEATH CAM, OS.	ACTION/	ACTION/ HOLD A COUPLE BEATS ON SCENE	ACTION/
DIALOGUE/	WINSTON (VO) (CONT). -- is the right way home?	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4

SCENE 1	TIMING		SCENE 2	TIMING		SCENE	TIMING		SCENE 3	TIMING



PAN TO FOLLOW ECTO-1 AS IT DRIVES IN OVER ROAD, GOES O.S. AROUND CORNER

ACTION /

ACTION /

ACTION / INT. ECTO-1

DIALOGUE /

(1) RAY (VO)
Ask me no questions and I'll tell you no lies, Winston.

DIALOGUE /

DIALOGUE / (2) WINSTON
Terrific. This is the last time we take a job in upstate New York.

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				5

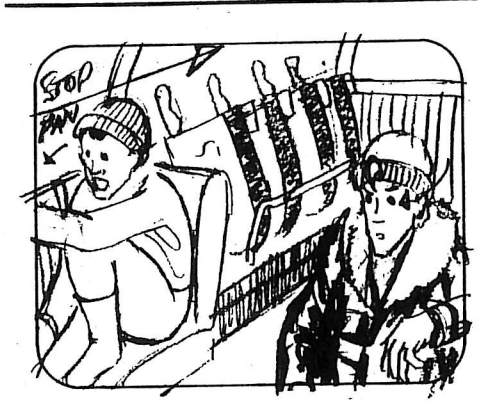
SCENE 4	TIMING	SCENE 4	TIMING	SCENE 5	TIMING	SCENE 6	TIMING

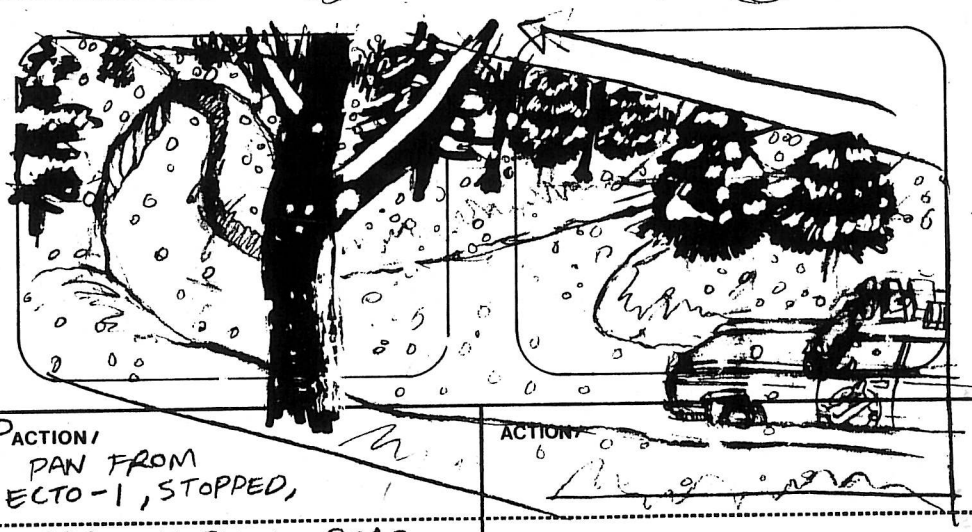
ACTION/ PAN FROM EGON AND WINSTON TO RAY	ACTION/	ACTION/ WINSTON LEANS BACK AGAINST DOOR--	ACTION/ --LOOKS OVER AT PETE AS HE SAYS DIAL,
EGON Yes, it is. Especially if our client has anything to say about it, after what happened.	RAY I still say it wasn't my fault. I told her to keep the cat out of my way. I mean, it's not like the fur won't grow back or anything.	WINSTON Forget it, Ray. I guess we're all just a little bugged about having to work on Christmas Eve, right Peter?	DIALOGUE/ PETER Doesn't bother me. Christmas is just another day.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				6

SCENE 6	TIMING	SCENE 7	TIMING	SCENE 7	TIMING	SCENE 8	TIMING





ACTION/ THEY BOTH LOOK FOWARD AS RAY SAYS DIAL. STOP PAN B.G.

ACTION/ PAN FROM ECTO-1, STOPPED, ACROSS FORK IN ROAD

ACTION/

ACTION/

DIALOGUE/ RAY (VO)
Now this is weird.

DIALOGUE/

RAY (VO) (CONT)
I don't remember seeing this fork in the road on our way up. Do you, Egon?

DIALOGUE/ EGON
No. But given our general direction, and the presumed location of the turnpike, I'd say go -- left.

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

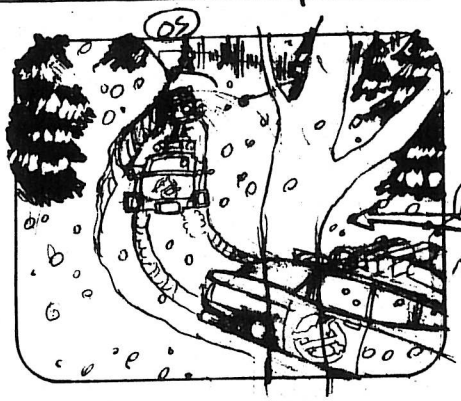
TIMING/

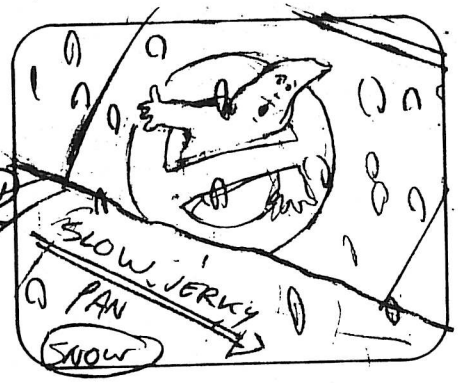
TIMING/

DIC AUDIO VISUAL

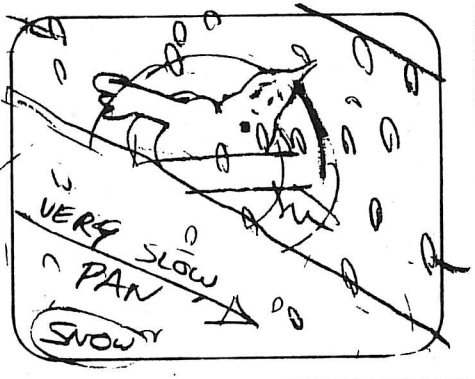
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				7

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	9			10						11	





WIPE TO:



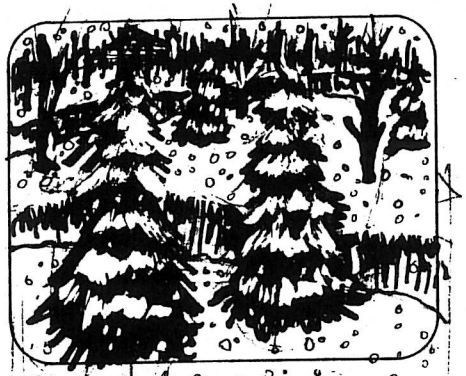
ACTION/ ECTO-1 DRIVES THRU SCENE	ACTION/ CLOSE ON SIDE OF CAR – SNOW ON GROUND IS UP TO SIDE OF CAR – PAN GROUND SNOW SLOWLY.	ACTION/	ACTION/ SAME AS #10 BUT SNOW ON GROUNND IS HIGHER, PAN SNOW VERY SLOWLY. SNOW IS NOW FALLING MUCH MORE HEAVILY
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

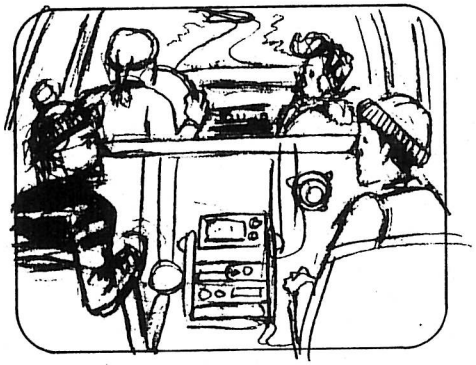
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 8

SCENE 12	TIMING	SCENE 13	TIMING	SCENE 14	TIMING	SCENE 15	TIMING



ACTION/

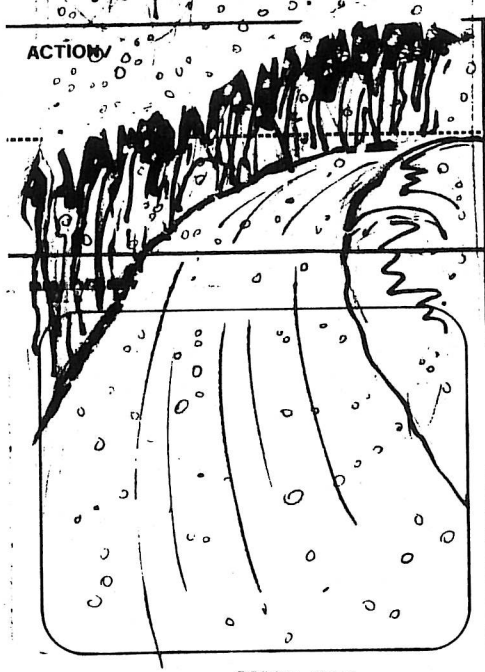


ACTION/ PAN UP HILL, SEE ROAD WINDING UP HILL IN DISTANCE

ANIMATE ROAD SEEN THROUGH WINDSHIELD

ACTION/ RAY ROCKS FOWARD IN COAXING MOTION, EGON LOOKS AT RAY, SMIRKING

ACTION/



PETER (cont'd)
DIALOG/ Shall we put it to a vote?

RAY
(distracted)
Not now, Peter, okay?

RAY
D (to Ecto 1)
C'mon, girl -- just a little further. You can do it. Come on . . . .

(14) EGON
Scientific studies show that talking to mechanical objects does no good at all, Ray. They're not alive, after all --

PETER (VO)
You know, I could be mistaken, but this doesn't look like a turnpike.

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/ IN SCENES 11-26 SNOW IS FALLING VERY HEAVILY

NOTES/

NOTES/

TIMING/

TIMING/

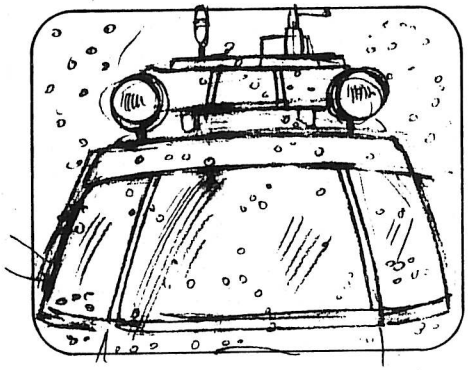
TIMING/

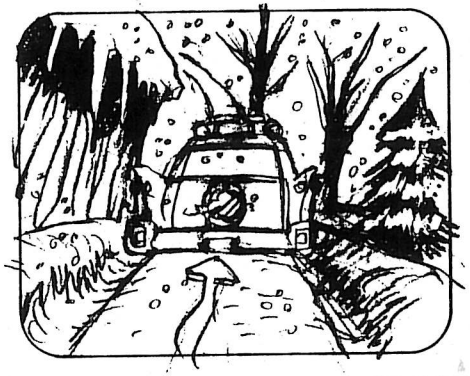
DIC AUDIO VISUAL

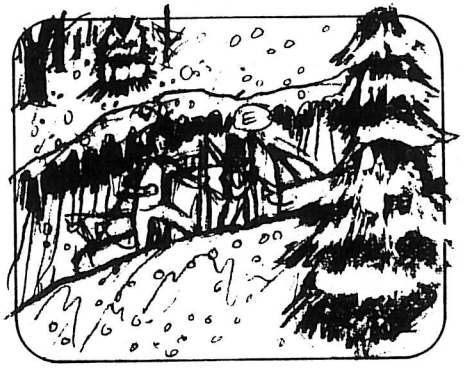
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 9

SCENE 15	TIMING	SCENE 16	TIMING	SCENE 16	TIMING	SCENE 17	TIMING







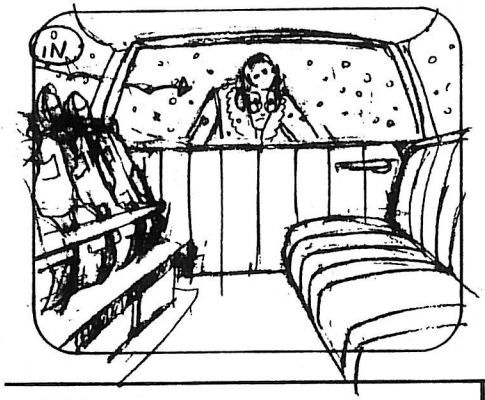
ACTION/ EGON LOOKS FOWARD AS CAR BACKFIRES	ACTION/	ACTION/ CAR DRIVES SLOWLY AWAY FROM CAM, SLOWS TO A STOP	ACTION/ EGON, WINSTON OPEN DOORS, GET OUT OF CAR
DIALOGUE/	DIALOGUE/	(15) RAY (VO) Good going, Egon. You insulted her.	(16) WINSTON Knew I should've worn my long undies.
SOUND FX/ LOUD BACKFIRE	SOUND FX/ COUGH, WHEEZING, DYING SFX)	SOUND FX/ STOP →	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

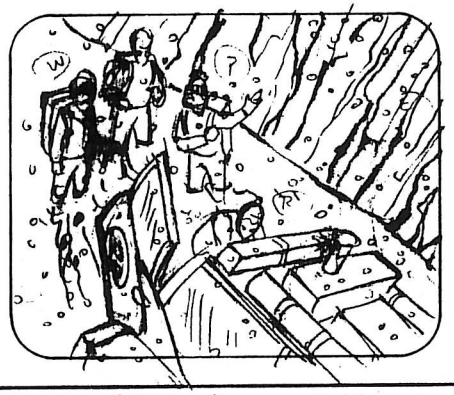
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 10

SCENE 18	TIMING	SCENE 18	TIMING	SCENE 18	TIMING	SCENE 19	TIMING





ACTION / EGON WALKS IN, OPENS	ACTION / REAR DOOR, GRABS A PROTON PACK, STARTS--	ACTION / --TO PUT IT ON. WINSTON WALKS IN, GRABS PACK. PETER WALKS IN, FOLLOWED BY RAY	ACTION / PETE IS PUTTING ON PACK - RAY IS REACHING INTO ECTO-1 FOR HIS PACK
DIALOGUE /	DIALOGUE / (17) EGON Switch on your proton packs.	DIALOGUE / EGON (CONT) The ambient energy will help keep you warm.	WINSTON What a way to spend Christmas Eve, eh Peter?
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 20	TIMING	SCENE 20	TIMING	SCENE 21	TIMING	SCENE 22	TIMING

ACTION/ PETE SAYS DIAL, WALKS OS

DIALOGUE/ PETER
Typical. C'mon, let's see if we can find a phone somewhere.

SOUND FX/

NOTES/

TIMING/

ACTION/ EGON WALKS IN

DIALOGUE/ WINSTON
What's with him?

SOUND FX/ DOOR SLAM

NOTES/

TIMING/

ACTION/ RAY HAS JUST SLAMMED REAR DOOR

DIALOGUE/ RAY
He always gets grumpy about this time of year. Christmas isn't Peter's favorite season.

SOUND FX/

NOTES/

TIMING/

ACTION/ PETE WALKS UP HILL TOWARD CAM

DIALOGUE/ RAY (OS)
His father was always away at Christmas, running some new money-making scheme.

SOUND FX/

NOTES/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				12

	SCENE 22	TIMING		SCENE 23	TIMING		SCENE 23	TIMING		SCENE 24	TIMING

ACTION /	ACTION /	ACTION /	ACTION /
	PETE WALKS	UP TO CAM	
DIALOGUE / RAY (CONT) That -- affects you after a while.	DIALOGUE / (23) EGON (OS) It's easier to shrug that off if you pretend you don't care about Christmas.		DIALOGUE / WINSTON And you pretend it long enough, pretty soon you believe it. (25) RAY Bingo.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				13

SCENE 23	TIMING	SCENE 24	TIMING	SCENE 25	TIMING	SCENE 26	TIMING

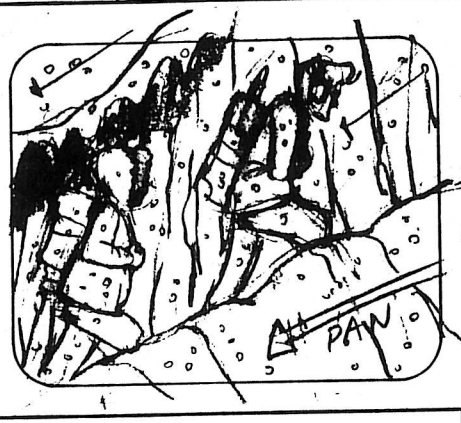
ACTION/ THEY TURN, LOOK O.S. AS PETE CALLS--	ACTION/ -- THEN GO OS	ACTION/ THEY WALK O.S. UP HILL	ACTION/ BUSTERS TRUDGE UP HILL ON ROAD. THEY DON'T MOVE IN RELATION TO CAM- ANIMATE B.G. CYCLE
PETER (OS) (calling) Hey! You guys coming or what?	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ WIND	SOUND FX/	SOUND FX/	SOUND FX/ LOUDER WIND
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

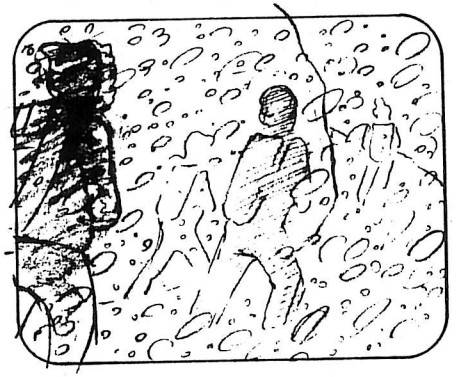
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE 21	TIMING	SCENE 28	TIMING	SCENE 29	TIMING	SCENE 29	TIMING





ACTION/ PAN B.G. SNOWFALL STARTS TO GET EVEN HEAVIER

ACTION/ RAY IS PALE, SWEATING PROFUSLY, LOOKS EXHAUSTED

ACTION/ ANIMATE B.G.

ACTION/ SNOW SUDDENLY GETS SO HEAVY THAT EGON + PETER CAN BARELY BE SEEN

DIALOGUE/

DIALOGUE/ (E) RAY (out of breath) Boy, this thing -- is steeper -- than it looks.

DIALOGUE/ WINSTON (CALLING) IS IT MY IMAGINATION --

DIALOGUE/ -- OR IS THE STORM GETTING WORSE?

SOUND FX/ INCREASING WIND

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/ STEADILY INCREASING

NOTES/ SNOWFALL

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

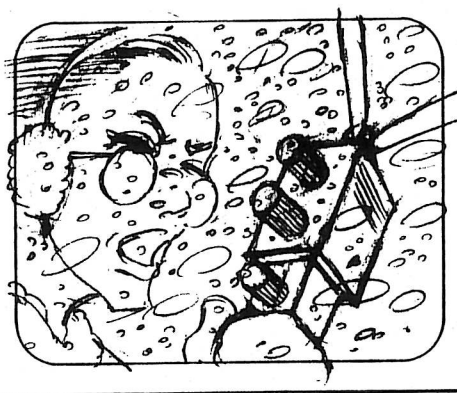
TIMING/

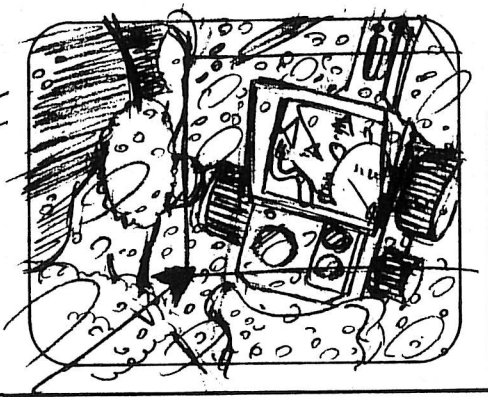
DIC AUDIO VISUAL

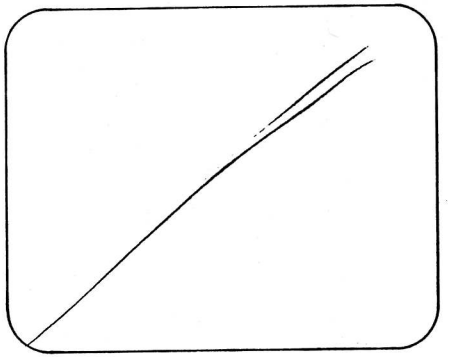
MAINTITLE

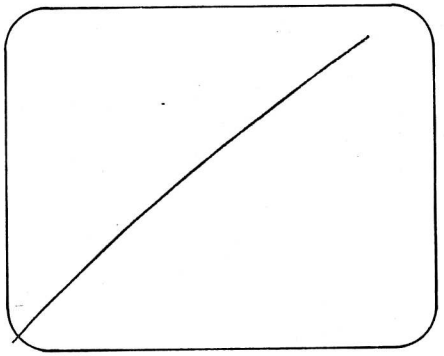
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 15

	SCENE 70	TIMING		SCENE 71	TIMING		SCENE	TIMING		SCENE	TIMING









ACTION/ EGON'S HAIR IS BEING BLOW BACK BY WIND

ACTION/ TRUCK IN OVER EGON'S SHOULDER ONTO P.K.E. METER, WHICH IS BEEPING

ACTION/

ACTION/

DIALOGUE/

DIALOGUE/

DIALOGUE/

DIALOGUE/

SOUND FX/ P.K.E METER BEEPING

SOUND FX/ WILD P.K.E. BEEPING

SOUND FX/

SOUND FX/

NOTES/

NOTES/ ANIMATE BIZARRE GARISHLY COLORED GIOMETRIC SHAPES PANNING RAPIDLY ACROSS P.K.E. SCREEN

NOTES/

NOTES/

TIM

TIMING/

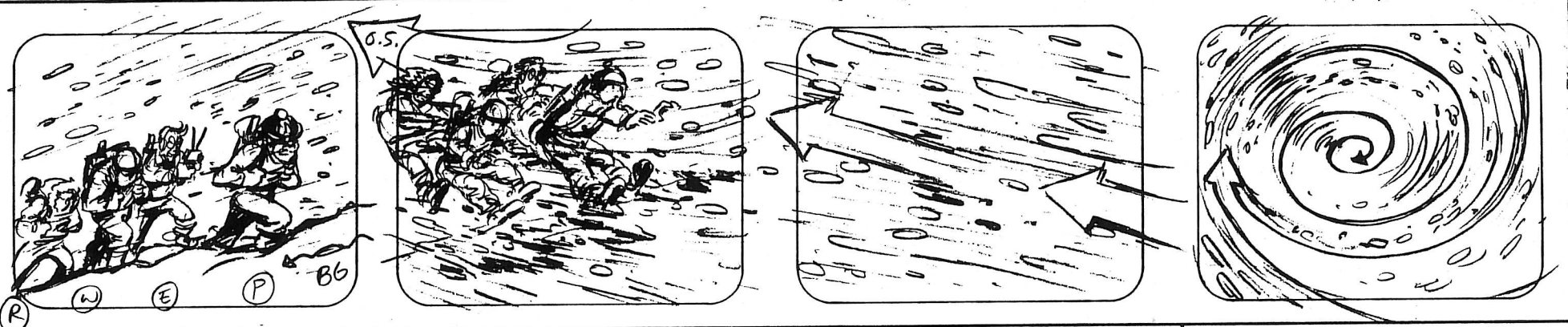
TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				16

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	32		CONT.			CONT.			CONT.		



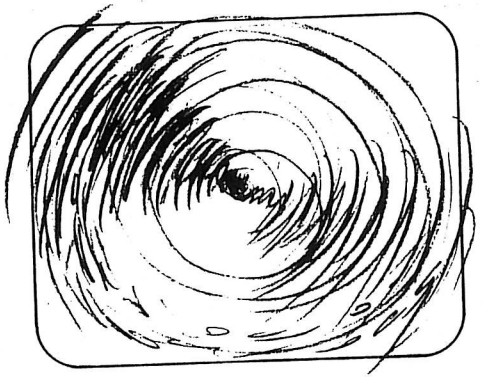
ACTION/ WIND GETS WORSE - GUYS TRUDGE FORWARD	ACTION/ B6 PAN STOP GUYS ARE SWEPT O.S. BY INCREASED BLAST OF WIND	ACTION/ SNOW OBSCURES SC. BLOWS HARDER STILL	ACTION/ SNOW FORMS SWIRLING VORTEX
DIALOGUE/	DIALOGUE/ GHOST BUSTERS - WHOOOOO A.D.	DIALOGUE/	DIALOGUE/
SOUND FX/ STORM INCREASES	SOUND FX/	SOUND FX/	SOUND FX/ EERIE FX
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION: NO PG. 17 | ACT NO. | PAGE NO.: 18

CONT.	SCENE 32	TIMING		SCENE 34	TIMING		SCENE 35	TIMING		SCENE	TIMING



DISSOLVE TO WHITE

WHITE SCREEN

FADE IN

ACTION / VORTEX SPINS FASTER	ACTION /	ACTION / SCREEN IS WHITE FOR A COUPLE BEATS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / ~~RAG BEEPING~~, WIND INCREASE TO A..	SOUND FX / ... FRENZIED CRESCENDO, THEN AS FADE TO WHITE OCCURRES..	SOUND FX / .. CUE IN MYSTICAL SFX - THEN TOTAL SILENCE AS SCREEN IS WHITE ---	SOUND FX / FADES IN, WE HEAR SFX OF VICTORIAN LONDON STREET SCENE
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 18A

SCENE 33	TIMING	CONT.	SCENE	TIMING		SCENE	TIMING		SCENE 34	TIMING

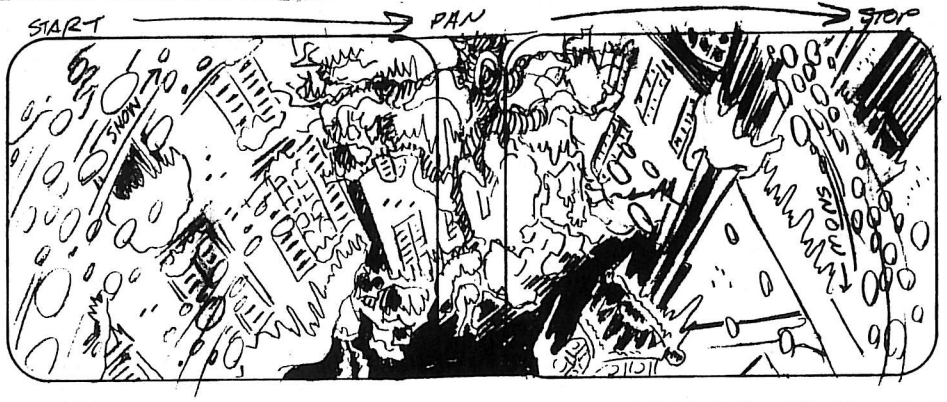
ACTION / SNOW FALLS SLOWLY PAST SNOW BANK	ACTION / RAY, EGON, AND WINSTON POP UP OUT OF SNOW (PAN) THEN PAN TO PETER	ACTION /	ACTION / PETE'S EYES SNAP OPEN
DIALOGUE /	DIALOGUE / (3C) WINSTON Wow. Anybody get the number on that truck?	DIALOGUE /	DIALOGUE /
SOUND FX / VICTORIAN LONDON SFX (STREET SCENE)	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				19

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
		36		36		37	

NO #35



ACTION /	ACTION / PETER'S P.O.V. – SWIRLING SNOW PARTS TO REVEAL LONDON LANE (UPSIDE DOWN) OL/UL SNOW	ACTION / MULTIPLANE	ACTION / PETE UPSIDE DOWN IN SNOW BANK OL/UL SNOW
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / PETER- HEY!
SOUND FX / VICTORIAN LONDON SFX --	SOUND FX / -- (I.E., HORSE AND CARRIAGES, CALLING PEOPLE, CROWD WALLA,	SOUND FX /	SOUND FX / WIND, CHRISTMAS CAROLLERS)
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 20

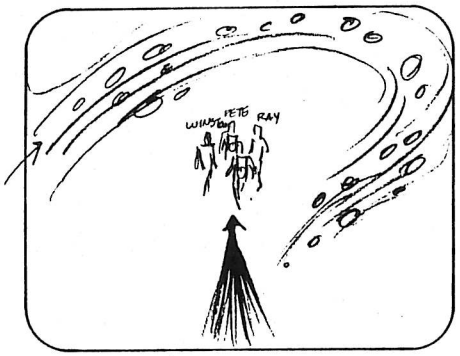
SCENE 38	TIMING		SCENE 39	TIMING	CONT.	SCENE ~~40~~	TIMING	NO SC. #40	SCENE 41	TIMING

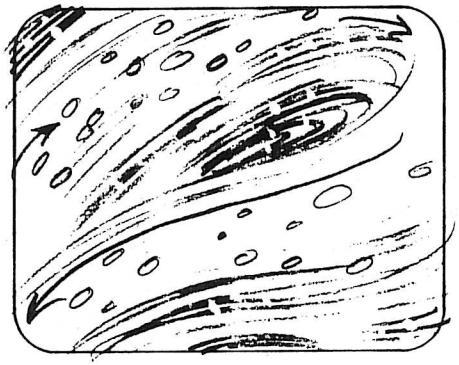
ACTION / FIELD TILTS 180° AS SCENE (PETE'S P.O.V.) RIGHTS ITSELF OL/4L SNOW	ACTION / AS GUYS BRUSH OFF SNOW PETE GETS UP IN FOREGROUND (BRUSHING OFF SNOW)	ACTION /	ACTION / PETE FACES STREET (PUTS HANDS ON HIPS) OTHER INTO SC.
DIALOGUE / (31) CONT. PETER (OS) ~~Hey!~~ We found civilization!	DIALOGUE / 31	DIALOGUE / RAY (OS) Wow. Talk about your basic old neighborhood. This place is ancient.	DIALOGUE / (35) EGON It's also not on the map, as far as I can remember. It's almost like something out of Victorian England.
SOUND FX / VICTORIAN LONDON SFX, CONT	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

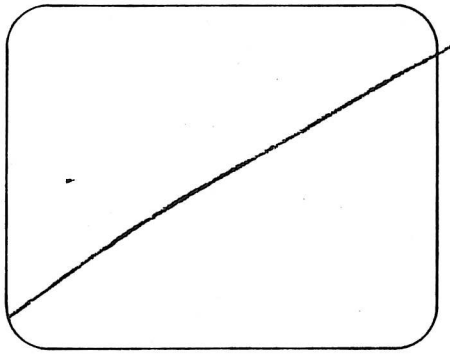
AUDIO VISUAL

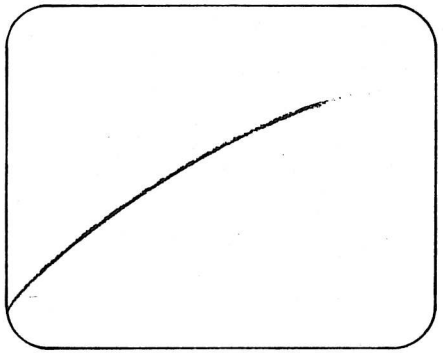
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			1	21

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
41		41					







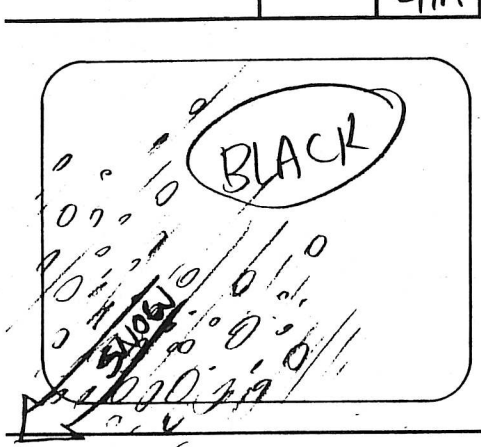


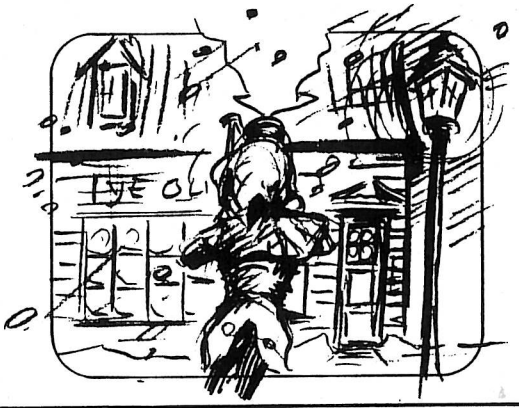
ACTION / BUSTERS WALK AWAY FROM CAM AS SWIRLING SNOW FLURRY BLOWS INTO SC.	ACTION / SNOW FLURRY WIPES SC.	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
(36) PETER (incredulous) Too old for a phone? C'mon!			
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

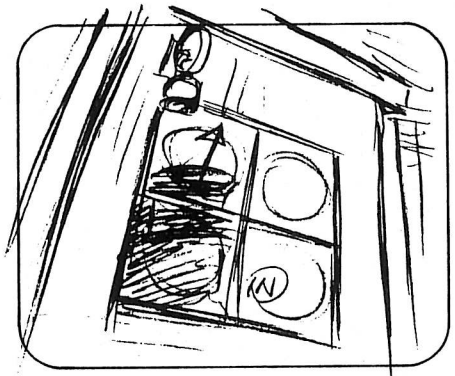
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				21A

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
		41A	CONT.	41A		CONT.				41B	







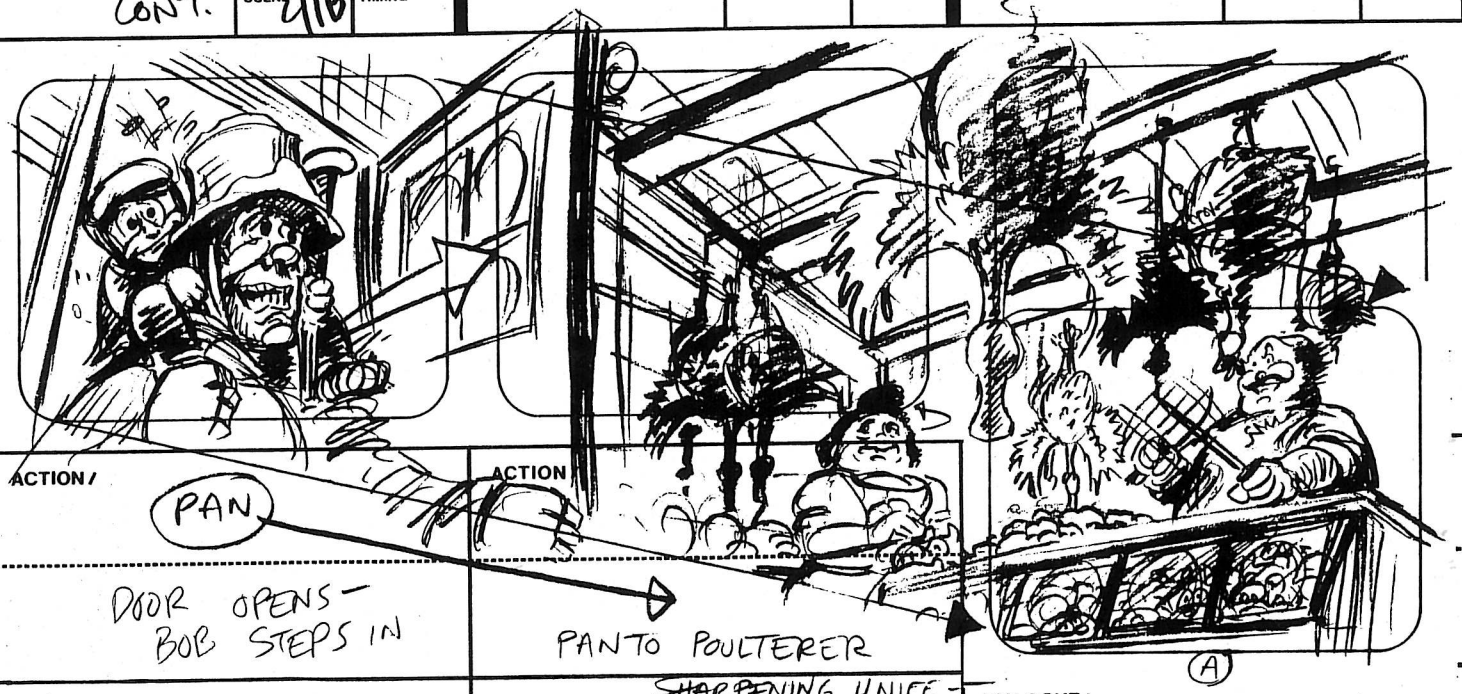
ACTION / O.S. SNOW BLOWS O.S.	ACTION / TINY TIM MOVES AWAY FROM CAM.	ACTION / CARRIED BY BOB CRATCHET	ACTION / SHADOW RISES IN WINDOW
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / POULTERER SHARPENING KNIFE
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

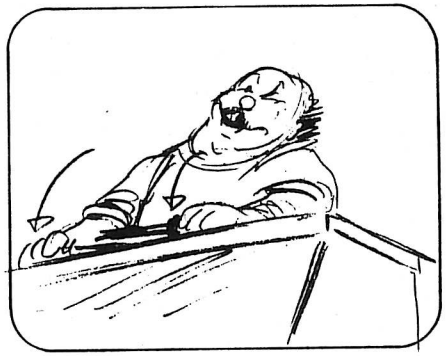
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 21B

CONT.	SCENE 41B	TIMING		SCENE	TIMING		SCENE	TIMING	CONT.	SCENE	TIMING





ACTION / PAN

DOOR OPENS — BOB STEPS IN

ACTION

PAN TO POULTERER SHARPENING KNIFE —

ACTION / (B) POULTERER PUTS DOWN UTENSILS THEN DUCKS DOWN BEHIND COUNTER

DIALOGUE /

(37) BOB
Is it -- is it ready?

DIALOGUE /

(A) (36) POULTERER
Ah, here now, Bob Cratchit . .

DIALOGUE /

DIALOGUE / (B) CONT.
. have I ever let you down before?

SOUND FX / DING! SHARPENING KNIFE (CONT.)

SOUND FX /

SOUND FX /

NOTES /

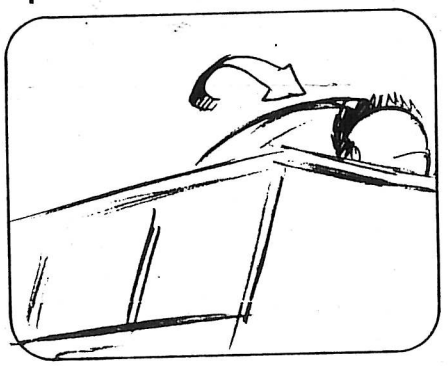
NOTES /

NOTES /

TIMING /

TIMING /

TIMING /



DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 216

SCENE 41C	TIMING	CONT.	SCENE	TIMING		SCENE 41D	TIMING		SCENE 41E	TIMING

ACTION / POULTERER RUMMAGES BEHIND COUNTER AS BOB WALKS UP

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / POULTERER RISES UP WITH SMALL DUCK BOB REACTS

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

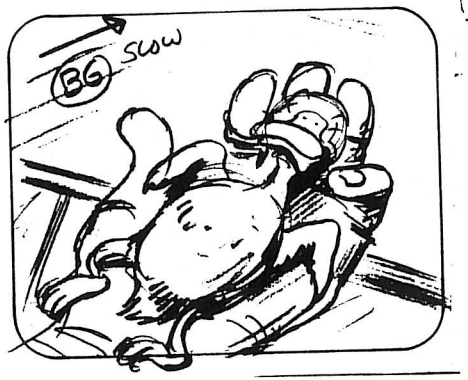
ACTION / HAND MOVES IN AND DROPS DUCK IN BOB'S HAND

DIALOGUE / (39) BOB
Oh, it's a fine bird. Truly fine.

SOUND FX /

NOTES /

TIMING /



ACTION / C.U. OF BOB HOLDING DUCK

DIALOGUE / BOB (CONT.)
I only wish it could be bigger. There are so many of us --

SOUND FX /

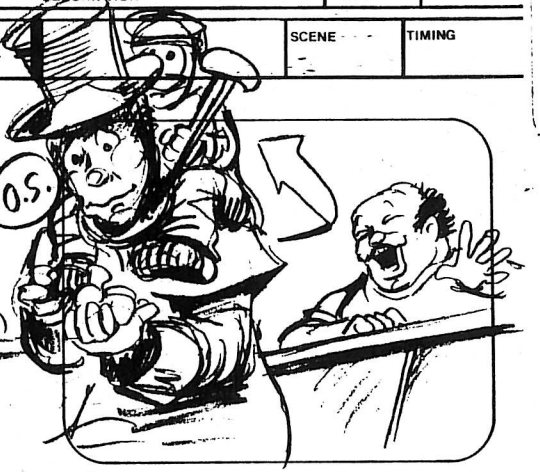
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				210

SCENE 41F	TIMING	SCENE 41G	TIMING	SCENE 41H	TIMING	SCENE	TIMING



ACTION /

ACTION /

ACTION / BOB TURNS AND WALKS O.S.

ACTION /

DIALOGUE /

(40) TINY TIM
It's a wonderful duck, father. This will be our best Christmas ever!

DIALOGUE /

(41) BOB CRATCHIT
That it will, Tim. But it won't do us any good if we don't get it home to your mother in time to cook it.

DIALOGUE /

(42) BOB
Thank you so much. Merry Christmas to you.

DIALOGUE /

(43) POULTERER
And to you and yours, Bob.

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

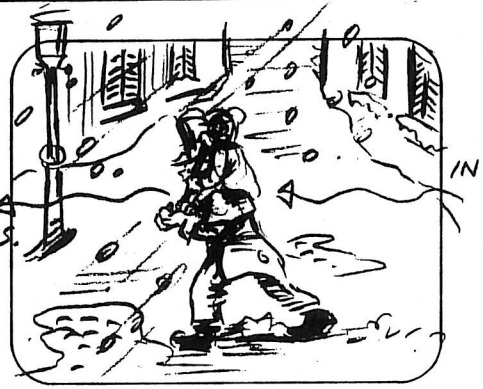
TIMING /

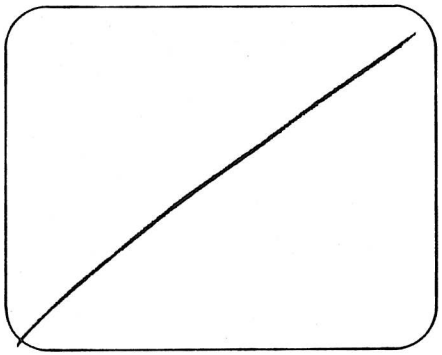
DIC AUDIO VISUAL

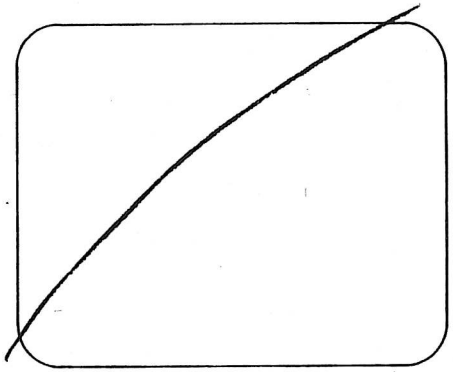
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 21E

	SCENE 42	TIMING		SCENE 43	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION / (DOOR SFX)

ACTION / BOB WITH TIM WALKS THRU SC. (O.L. SNOW FLURRIES)

ACTION /

ACTION /

DIALOGUE /

(44) **POULTERER**
By my soul, Elizabeth, have you ever seen anyone with as much joy of living as Tiny Tim?

DIALOGUE /

(45) **POULTERER** (V.O.) (cont'd)
Makes you wish his father didn't have to work for that miserable old miser Mister Scrooge.

DIALOGUE /

DIALOGUE /

SOUND FX / DOOR OPEN AND CLOSE (DING!)

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				22

CONT.	SCENE 43	TIMING		SCENE 44	TIMING		SCENE 45	TIMING		SCENE 45	TIMING

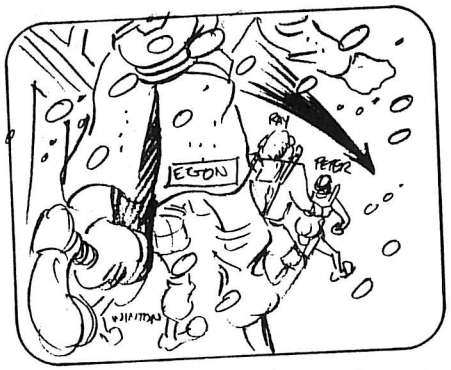
ACTION / BUSTERS ENTER SC. AS BOB EXITS — THEN REACT AS THEY HEAR MOAN	ACTION /	ACTION / RAY POINTS	ACTION / BUSTERS RUN INTO CAM
DIALOGUE / (46) JACOB MARLEY (hideous moaning)	DIALOGUE / (47) WINSTON What the heck was that?	DIALOGUE / (48) RAY Sounded like it came from over there.	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

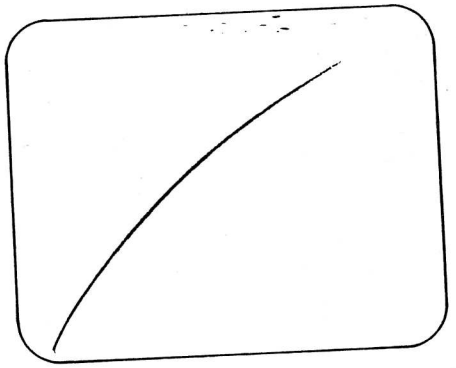
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

SCENE 46	TIMING	SCENE 47	TIMING	SCENE 48	TIMING	SCENE	TIMING





ACTION / BUSTERS AWAY FROM CAM
OL/UL SNOW

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / BUSTERS THRU SC. PASS ASTONISHED COUPLE

DIALOGUE / (48A) WOMAN: EEEK!

SOUND FX /

NOTES /

TIMING /

ACTION / COUPLE STARES AFTER THEM.

DIALOGUE / (48B) MAN: LORD HARRY! THEY MUST HAVE LET THE LUNATICS OUT OF BEDLAM FOR CHRISTMAS!

SOUND FX /

NOTES /

TI

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

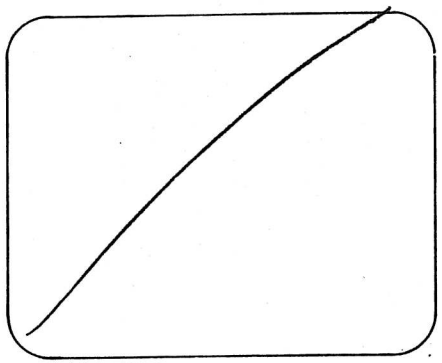
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			24

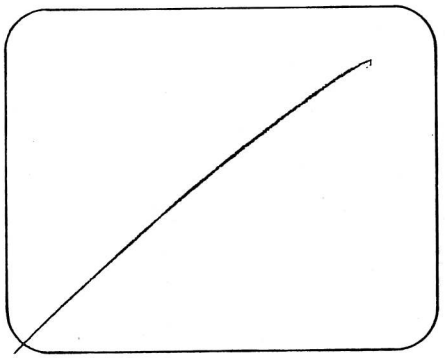
SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
48			49							



ACTION/ BUSTERS IN TO STOP IN FRONT OF SCROOGE'S (L-PAN) HOUSE - MARLEY'S GHOST COMES FLYING BACK-WARDS OUT OF WINDOW (TOP)
(EGON STUDIES PKE METER AS HE RUNS)
OL/UL SNOW

SOUND FX: RATTLE OF MARLEY'S CHAINS AS HE EXITS WINDOW.

DIALOGUE/



ACTION/

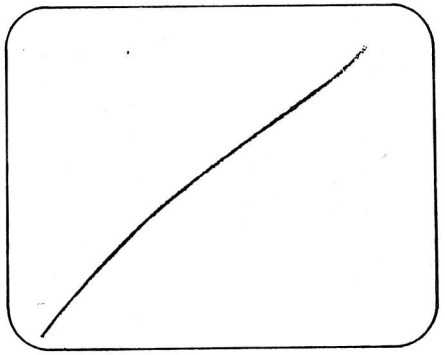
DIALOGUE/

(49) EGON
Picking up strong readings from inside.
Right -- there!

SOUND FX/

NOTES/

TIMING/



ACTION/

DIALOGUE/

SOUND FX/

NOTES/

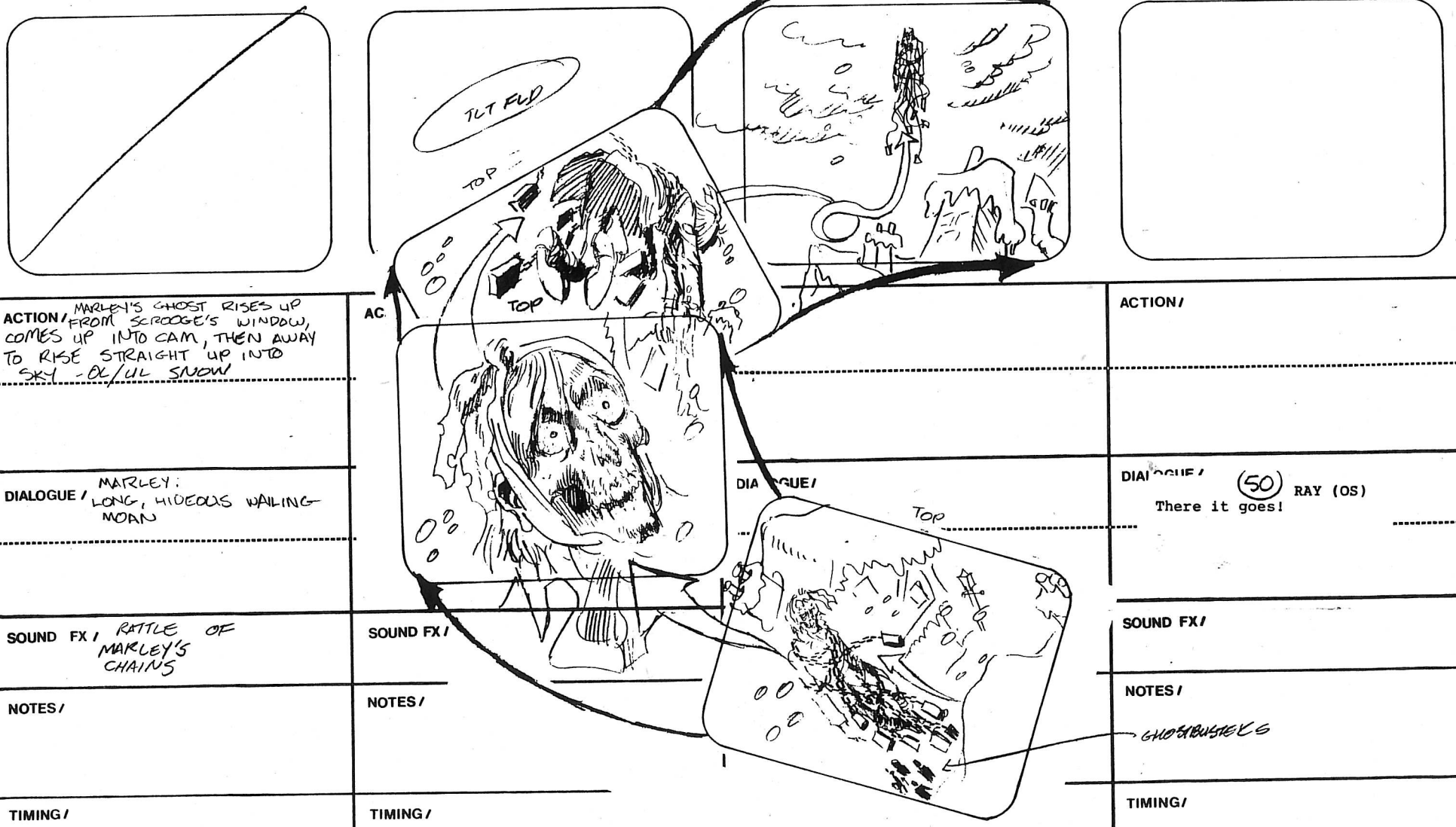
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 25

SCENE	TIMING	SCENE 49	TIMING	SCENE 49	TIMING	SCENE	TIMING



ACTION / MARLEY'S GHOST RISES UP FROM SCROOGE'S WINDOW, COMES UP INTO CAM, THEN AWAY TO RISE STRAIGHT UP INTO SKY - OL/UL SNOW

DIALOGUE / MARLEY: LONG, HIDEOUS WAILING MOAN

SOUND FX / RATTLE OF MARLEY'S CHAINS

NOTES /

TIMING /

AC

DIA GUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIA GUE / (50) RAY (OS)
There it goes!

SOUND FX /

NOTES /
GHOSTBUSTERS

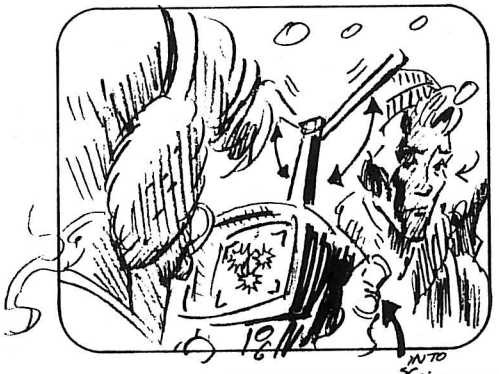
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 26

SCENE 50	TIMING	SCENE 51	TIMING	SCENE 52	TIMING	SCENE 53	TIMING



ACTION 50: BUSTERS STARE UP AT NOW-EMPTY SKY

OL/UL FALLING SNOW

ACTION 51:

ACTION 52: EGON BRINGS UP P.K.E. METER 3 BACKLIT PINHOLE LITES IN METER SCREEN

ACTION 53:

DIALOGUE 50:

(51) PETER

Now that's my idea of ghostbusting.

DIALOGUE 51: PETE

(51) CONT.

We come, he sees us, maybe he's read about us, and he splits. Piece of cake.

DIALOGUE 52:

(52) EGON

He wasn't alone, Peter. I'm picking up other presences -- big. Powerful.

DIALOGUE 53:

(52) CONT.

Coming in at 12:00 high!

SOUND FX 50:

SOUND FX 51:

SOUND FX 52: BEEP BEEP WOOP WOOP BEEP

DING DING DING

SOUND FX 53: BEEP BEEEP

NOTES 50:

NOTES 51:

NOTES 52:

NOTES 53:

TIMING 50:

TIMING 51:

TIMING 52:

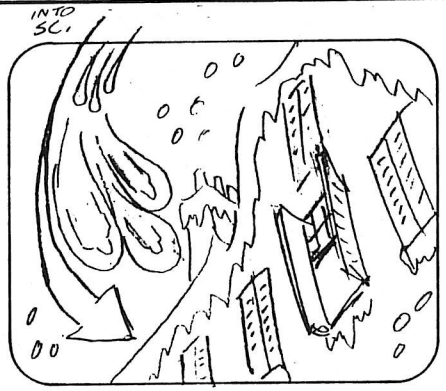
TIMING 53:

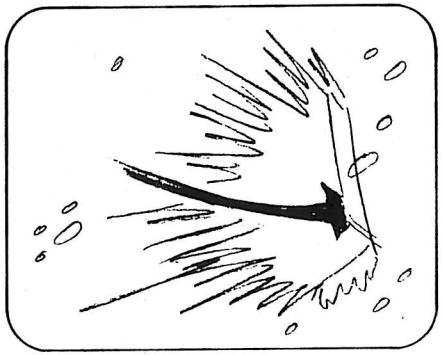
DIC AUDIO VISUAL

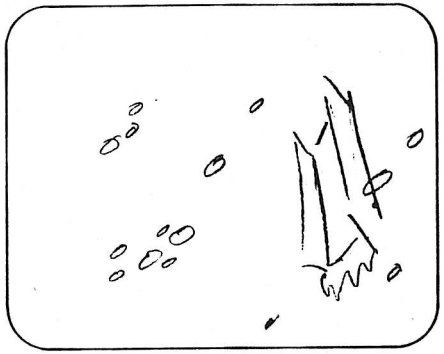
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 27

SCENE 54	TIMING	SCENE 54	TIMING	SCENE 54	TIMING	SCENE 55	TIMING





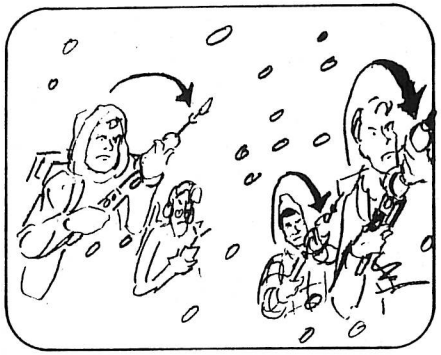


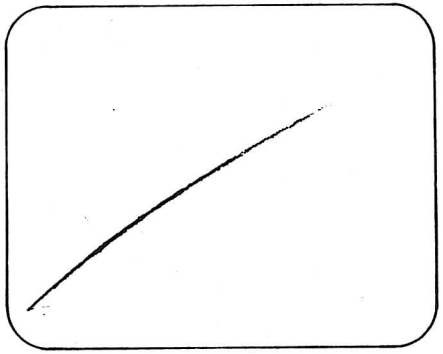
ACTION / 3 COMET-LIKE FIGURES INTO SC. HEADED FOR SCROOGE'S WINDOW O/H/L FALLING SNOW	ACTION / INTO WINDOW - BRILLIANT BACKLIT FLASH	ACTION /	ACTION / GHOSTBUSTERS REACH FOR BEAM GUNS (EXCEPT EGON)
DIALOGUE /	DIALOGUE /	DIALOGUE / (53) SCROOGE (OS) No! Go away! What do you want with me?	DIALOGUE /
SOUND FX / WOOOOSH! FUMP!	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				28

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	55			55			56				



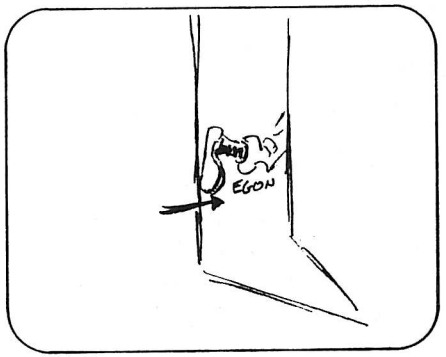


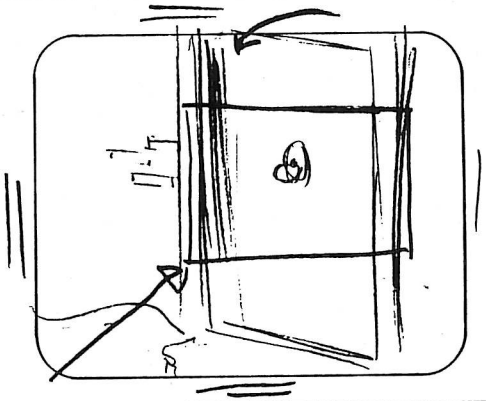
ACTION / OL / UL FALLING	ACTION / SNOW	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE / (54) PETER A ghostbuster's work is never done.	DIALOGUE /
SOUND FX /	SOUND FX / POWER UP	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				29

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	57			57			57			57	





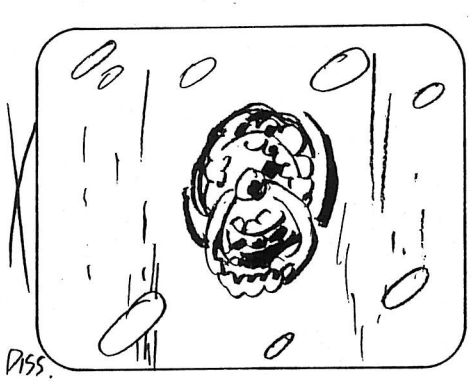
ACTION/ PETER OPENS DOOR	ACTION/ ALL THRU - INTO DOOR	ACTION/	ACTION/ DOOR SLAMS BEHIND THEM (CAM SHAKE)
			TRUCK IN ON DOOR (DISSOLVE)
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

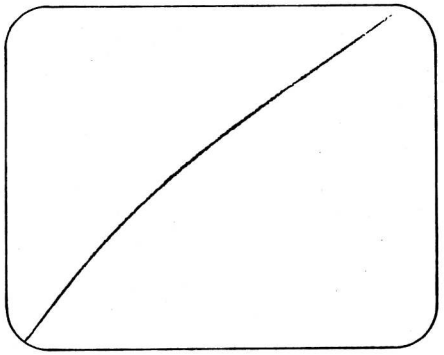
AUDIO VISUAL

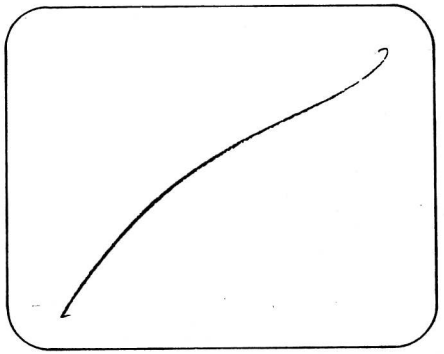
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 30

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
58		58					





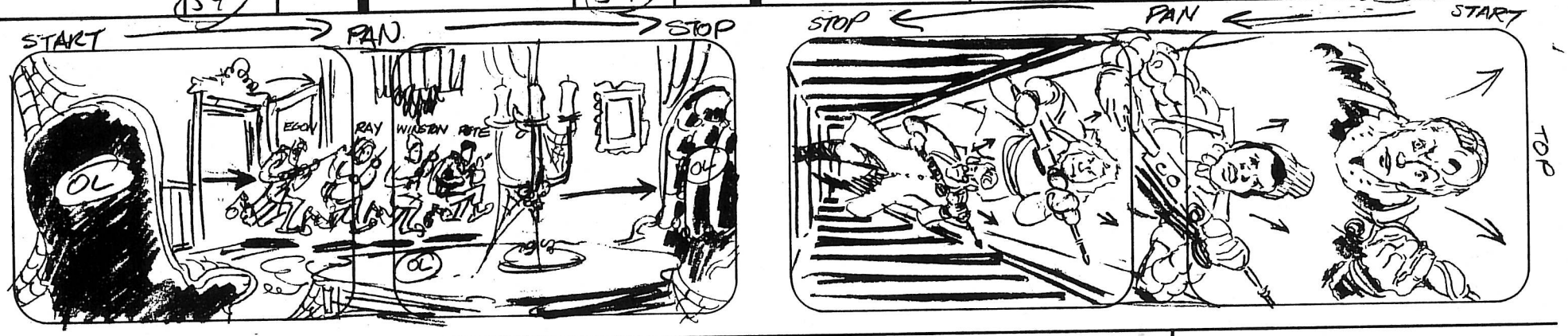


ACTION / ~~ANNA TRUCK NO~~ TO DOOR KNOCKER OL SNOW FALLING	ACTION / (DX) MARLEY'S FACE ONTO KNOCKER	ACTION /	ACTION /
DIALOGUE /	DIALOGUE / (55) MARLEY No . . . no . . . you don't know what you're doing! Noooooooo	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

...TITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				31

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
59		59		60		60	

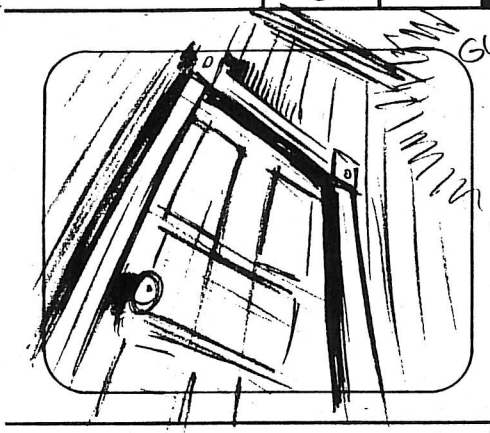


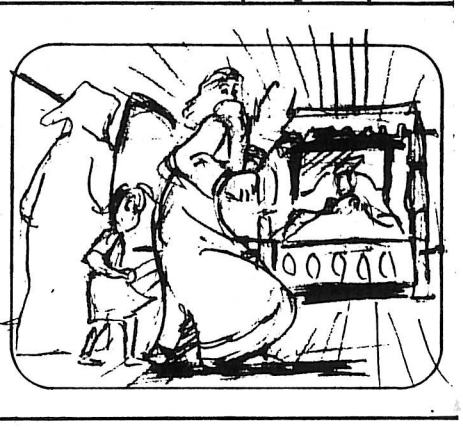
ACTION / MULTIPLANE PAN WITH GHOST BUSTERS AS DISUSED LIVING ROOM	ACTION / THEY RUN THRU SCROOGE'S	ACTION / RUN UP STAIRS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE / (56) SCROOGE (OS) I will not go with you! Get away from me, spirits! ~~Leave me be!~~	DIALOGUE /
SOUND FX / BOOTS TROMPING ON WOODEN	SOUND FX / FLOOR	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

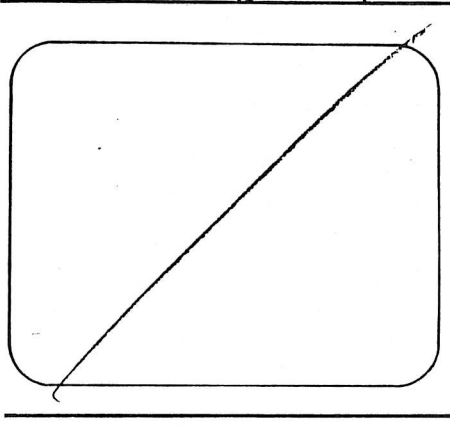
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			1	32

SCENE 61	TIMING	CONT.	SCENE 61	TIMING		SCENE 62	TIMING		SCENE	TIMING





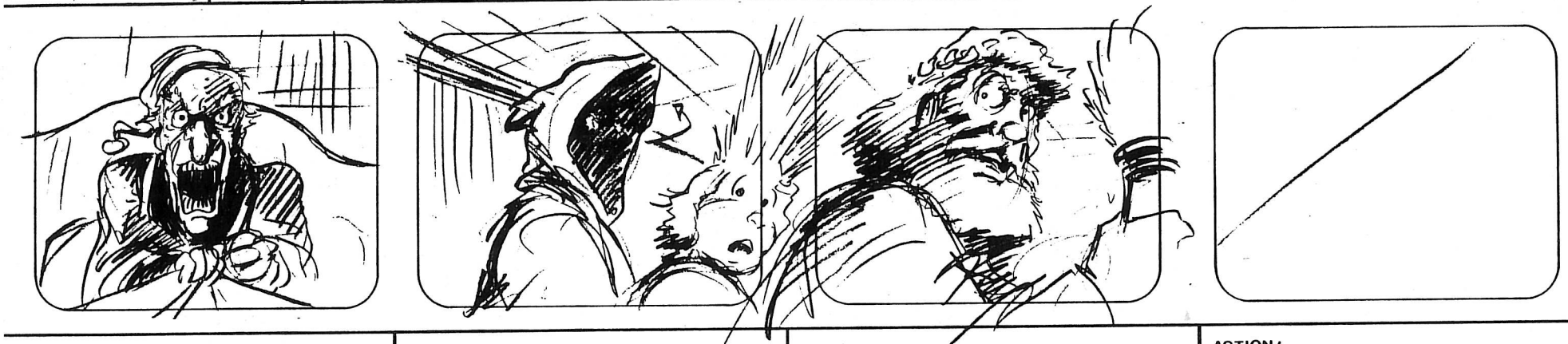


ACTION /	ACTION / DOOR BURST OPEN – GUYS REACT	ACTION /	ACTION /
DIALOGUE / SCROOGE – LEAVE ME BE!	DIALOGUE /	DIALOGUE / (53) SCROOGE Don't just stand there, man!	DIALOGUE /
SOUND FX /	SOUND FX / WHAM!	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			1	32A

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	63			63A						-	



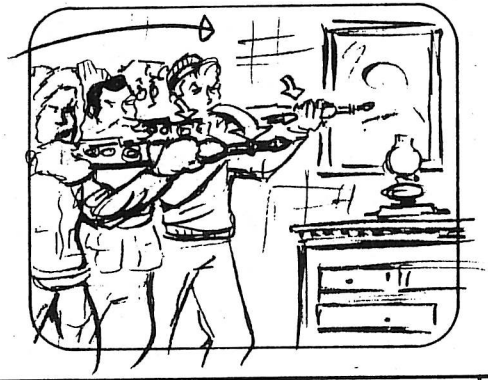
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE / SCROOGE (CONT.) DO SOMETHING!	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

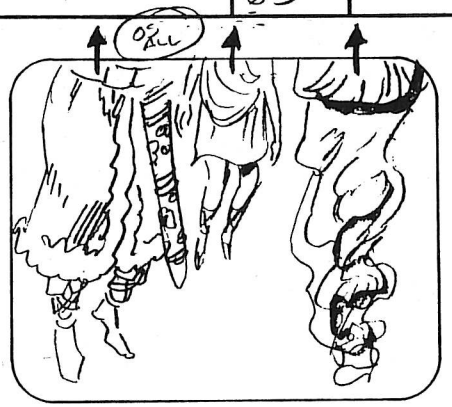
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 33

SCENE 63A	TIMING	SCENE 64	TIMING	SCENE 65	TIMING	SCENE 65	TIMING





ACTION / GUYS STEP FORWARD AND TAKE AIM –	ACTION /	ACTION / XMAS GHOSTS TURN	ACTION / RISE O.S.
DIALOGUE /	DIALOGUE / (59) PETER You'd think nobody's ever heard of the word "Please."	DIALOGUE / (60) CHRISTMAS PAST Young sirs, no!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 34

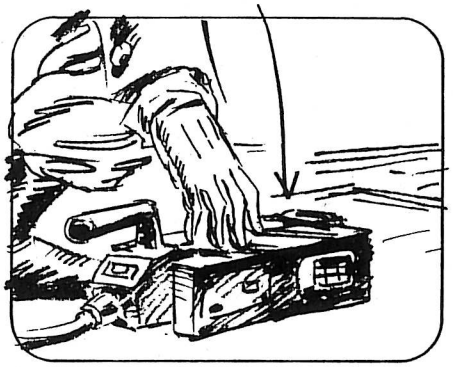
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	66			66			67			68	

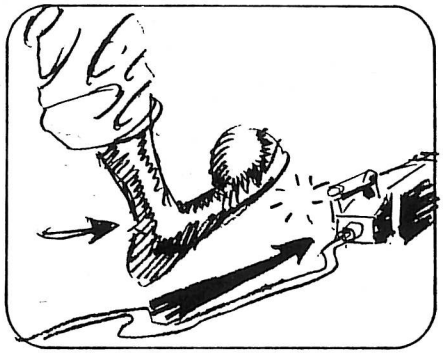
ACTION / PARTICLE BEAMS IN -	ACTION / ZAP GHOSTS — GHOSTS (EXCEPT FUTURE) STRUGGLE	ACTION / GHOST STRUGGLES IN BEAM	ACTION / GHOST STRUGGLES IN BEAMS
		CONT.	CONT.
DIALOGUE /	DIALOGUE /	DIALOGUE / CHRISTMAS PAST — (60) CONT. You do him far more disservice than us!	DIALOGUE / (61) CHRISTMAS PRESENT Release us, or you and all Christmases.. to come will pay the price.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				35

	SCENE 69	TIMING		SCENE 70	TIMING		SCENE 71	TIMING		SCENE 71	TIMING





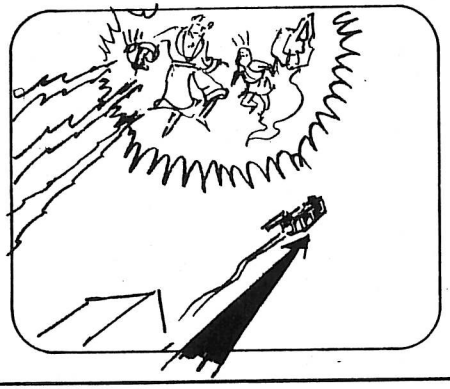
ACTION/ X MAS FUTURE SAYS NOTHING - JUST STARES	ACTION/ EGON TAKES ECTO-TRAP O FROM BACK PACK RAY, WINSTON, PETE STILL FIRING GUNS	ACTION/ PLACES IT ON FLOOR	ACTION/ GIVES IT A SOFT KICK, SENDING IT O.S.
DIALOGUE /	DIALOGUE / (62) PETER Yeah, yeah, we've heard it before.	DIALOGUE / (63) EGON Okay, Peter -- I'm ready.	DIALOGUE / Do it! (64) WINSTON
SOUND FX /	SOUND FX / SNAP!	SOUND FX /	SOUND FX / POONT! ZZZOOT!
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 36

SCENE 72	TIMING	SCENE 73	TIMING	SCENE 74	TIMING	SCENE 74	TIMING



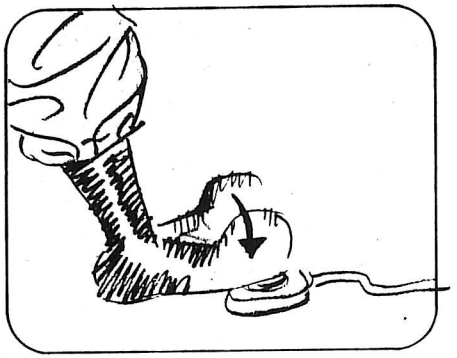
ACTION/ ECTO-TRAP SLIDES ACROSS FLOOR TO STOP BENEATH GHOSTS

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



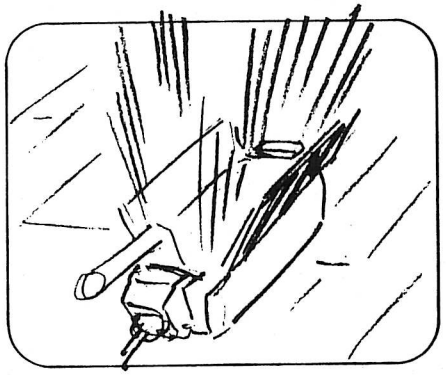
ACTION/ EGON STEPS ON ECTO-TRAP PEDAL

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



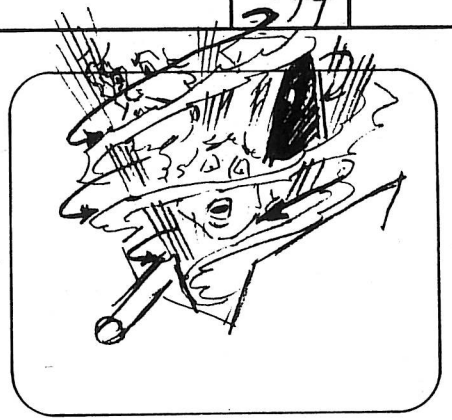
ACTION/ TRAP SPRING OPEN BACKLIT EFX FROM TRAP

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION/ GHOSTS SUCKED INTO IT.

DIALOGUE /

SOUND FX /

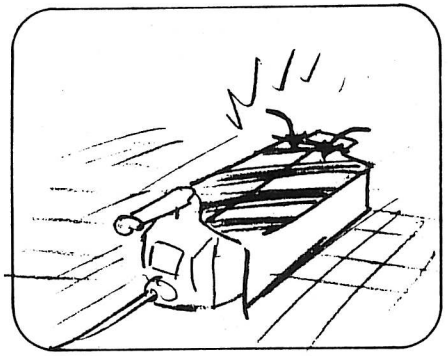
NOTES /

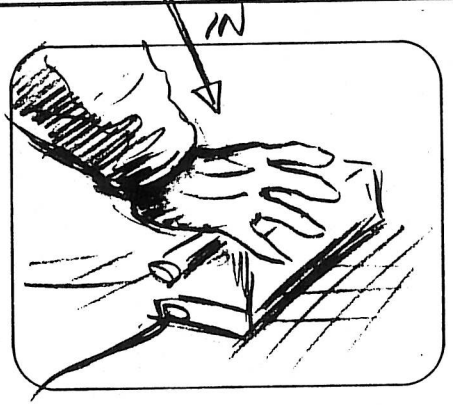
TIMING /

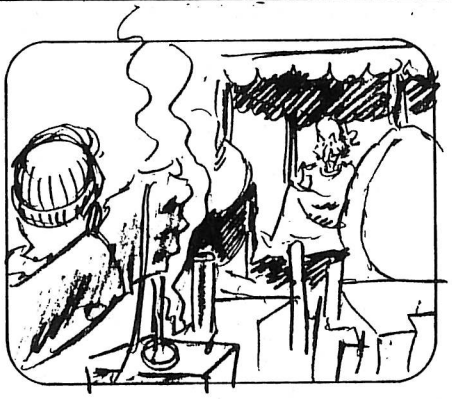
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				37

	SCENE	TIMING	CONT.	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	74						75			76	







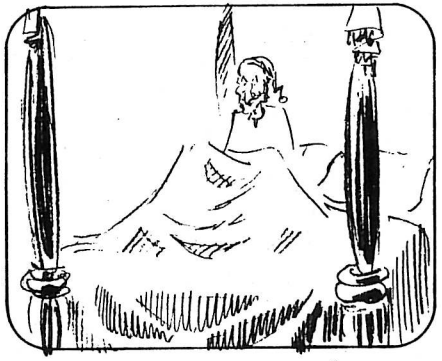
ACTION / TRAP SHUT	ACTION / EGON REACHES IN	ACTION / EGON STRAIGHTENS UP, HOLDING UP TRAP SMOKE RISES FROM TRAP	ACTION / XTREME FG EGON'S HAND HOLDING SMOKING TRAP
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
			(65) SCROOGE You've -- you've done it!
SOUND FX / SNAP	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

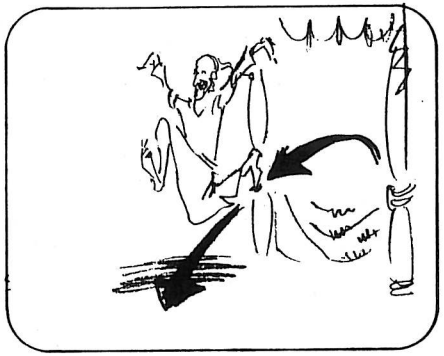
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 36

SCENE 16	TIMING	SCENE 16	TIMING	SCENE 17	TIMING	SCENE 17A	TIMING





ACTION/ ANIM TRUCK IN ON SCROOGE IN BED	ACTION/ ANIM TRUCK IN SCROOGE RUBS HIS HANDS TOGETHER EXCITEDLY	ACTION/ SCROOGE LEAPS OUT OF BED	ACTION/ SCROOGE SPINS RAPIDLY
DIALOGUE/ (CONT.) YOU'VE BEATEN THEM!	DIALOGUE/ HA HA I'm, I'm AS LIGHT AS A FEATHER!	DIALOGUE/ I'm HAPPY AS AN ANGEL	DIALOGUE/ I'm MERRY AS A SCHOOL BOY!
SOUND FX/	SOUND FX/ (LIGHT CLAP)	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 39

SCENE 78	TIMING	SCENE 79	TIMING	SCENE 80	TIMING	SCENE 80	TIMING

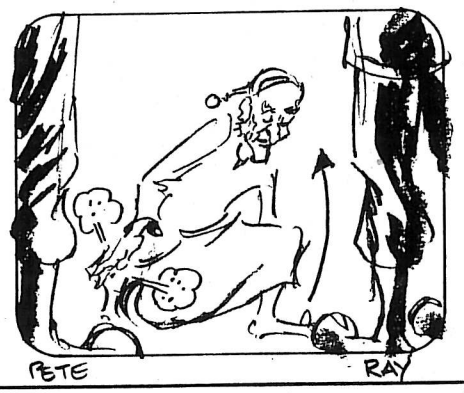
ACTION / SCROOGE SPINS (INTO SC.) LANDS ON HIS BUTT	ACTION / GHOST BUSTERS EXCHANGE LOOKS -RAY SHRUGS	ACTION /	ACTION /
DIALOGUE / SCROOGE: (EXHILERATED CACKLING)	DIALOGUE /	DIALOGUE / (65') RAY And we're the Ghostbusters.	DIALOGUE / (66) PETER Well, now that we've introduced ourselves -- can we use your phone?
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

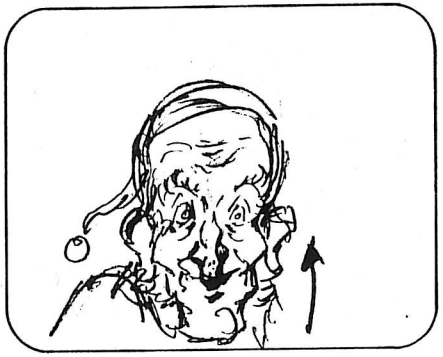
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 40

SCENE 41	TIMING	SCENE 42	TIMING	SCENE 42	TIMING	SCENE 43	TIMING





ACTION/ SCROOGE RISES. DUSTS HIMSELF OFF

ACTION/ SCROOGE RISES

ACTION/ HANDS INTO S.C.

ACTION/ PETER WRITING ON PAD

DIALOGUE/

(67) SCROOGE
I'm sorry, I haven't got a -- phone, did you say?

DIALOGUE/

-- but oh, gentlemen! You .... have my eternal, unwavering gratitude.

DIALOGUE/

..... What you've done here tonight --

DIALOGUE/

(68) PETER
(finishing for him)
Will cost you some pretty big bucks.

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				41

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
63		64		65		66	

ACTION/ PETER TEARS SHEET OFF HANDS IT TO SCROOGE

ACTION/ SCROOGE ANGRY - JABS HIS FINGER AT PETER'S CHEST

ACTION/ PETER & RAY ROLL THEIR EYES AS SCROOGE RAVES

ACTION/

DIALOGUE/ PETE CONT.

... If you'd like to write out a check ----

DIALOGUE/

(69) SCROOGE

Money? You -- you charge money for this service? Why, this is an outrage!

DIALOGUE/

(70) SCROOGE (cont'd)

If I'd known it would cost me, I'd have dealt with them myself! Why, I can't even be sure those were real ghosts!

DIALOGUE/

(71) SCROOGE (cont'd)

They could've been tricks.

SOUND FX/ RIP!

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

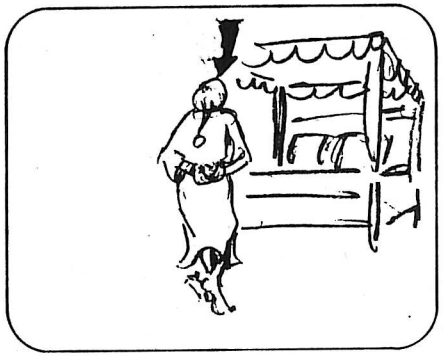
TIMING/

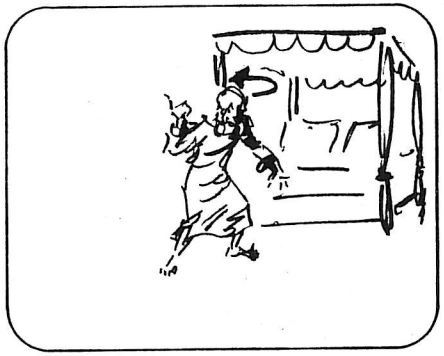
DIC AUDIO VISUAL

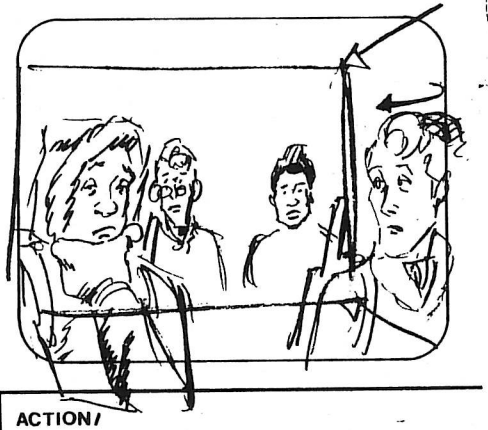
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				42

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
56		56		56		57	

CONTINUE PAN







ACTION /	ACTION /	ACTION /	ACTION /
SCROOGE TURNS AWAY FROM CAM	WALKS AWAY - THOUGHTFUL	TURNS SHARPLY	
DIALOGUE / CONT. I ate. An undigested bit of beef, a blot of mustard, a fragment of an underdone potato. There's more of gravy than of grave to those ghosts.	DIALOGUE / Or something	DIALOGUE /	DIALOGUE / (72) PETER We're talking money and he's talking lunch. I'd say we were at an impasse, wouldn't you?
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				43

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	87			87			86			89	

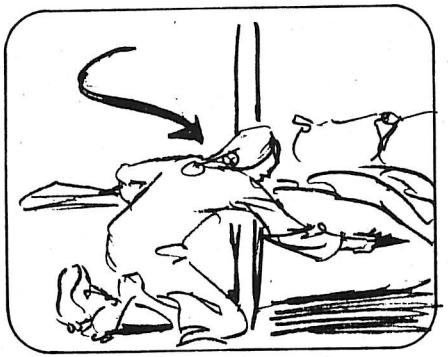
ACTION / -RAY- (SOFT FOCUS BG)	ACTION / - TURNS TO EGON - (SOFT FOCUS FG)	ACTION EGON BRINGS ECTO-TRAP INTO SC. - MANIPULATES SOMETHING (UNSEEN) ON OTHER SIDE OF TRAP	ACTION / SCROOGE BACKPEDALS A COUPLE OF STEPS
DIALOGUE / (73) Right. Okay, Egon -- let 'em loose.	DIALOGUE / RAY	DIALOGUE /	DIALOGUE / (74) SCROOGE (OS) No! No! Wait!
SOUND FX /	SOUND FX /	SOUND FX / CLICK !	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

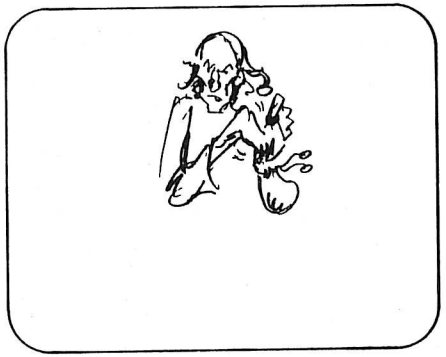
DIC AUDIO VISUAL

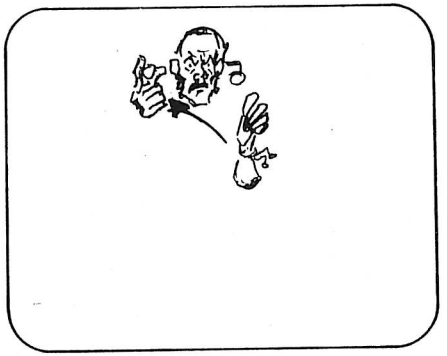
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 44

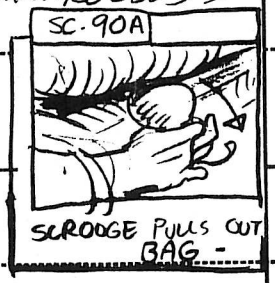
SCENE 90	TIMING	SCENE 90B	TIMING	SCENE 90	TIMING	SCENE 90	TIMING







ACTION / SCROOGE REACHES BETWEEN MATTRESSES —	ACTION / - PULLS OUT DRAWSTRING BAG -	ACTION / - RUMMAGES AROUND IN IT —	ACTION / - PULLS OUT GOLD COIN —
DIALOGUE /	DIALOGUE /	DIALOGUE / (75) SCROOGE So be it. But this I'll pay, and not a shilling more.	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

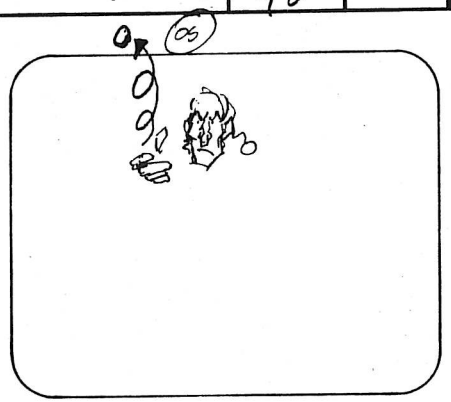


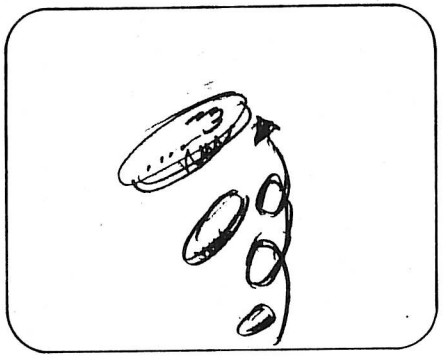
DIC AUDIO VISUAL

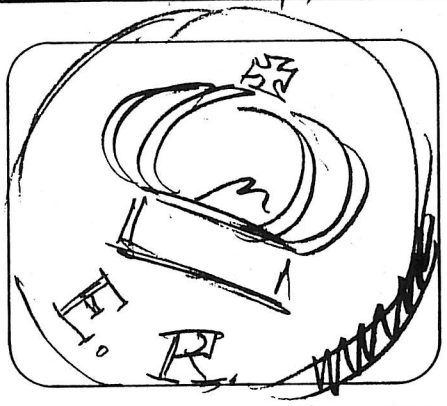
MAINTITLE

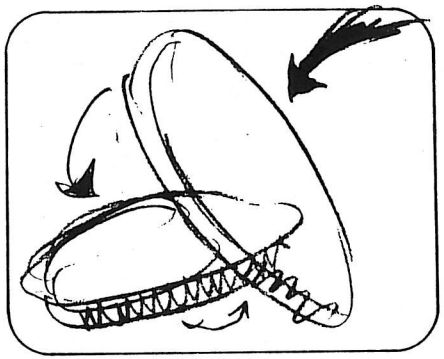
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 45

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
90		91		91		91	









ACTION / SCROOGE FLIPS COIN O.S.	ACTION / COIN FLIPS	ACTION / INTO CAM	ACTION / COIN AWAY FROM CAM
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				46

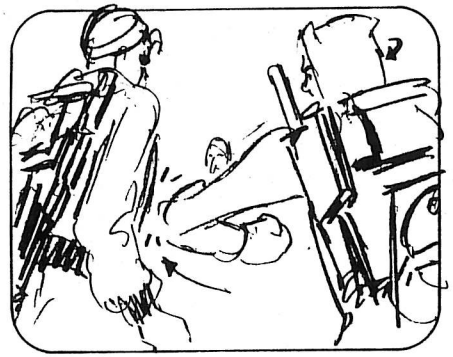
SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
92		92		92A		93	

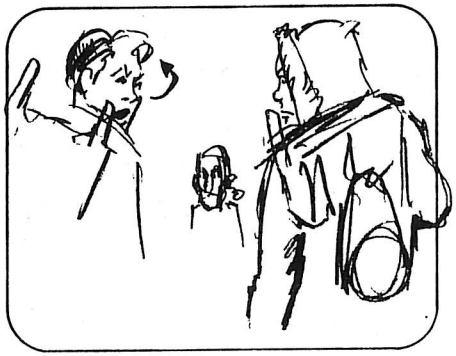
ACTION /	ACTION /	ACTION /	ACTION /
RAY'S HAND IN - CATCHES IT	RAY BRINGS COIN UP TO HIS EYE LEVEL	~~ANIMATE BACK~~ - PETER LEANS IN	
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
			(76) PETER You've gotta be kidding! Do you know how much our services cost? We've got --
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

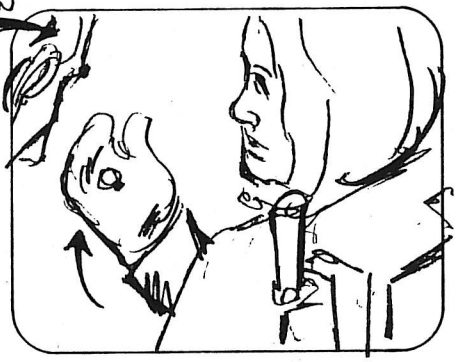
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				42

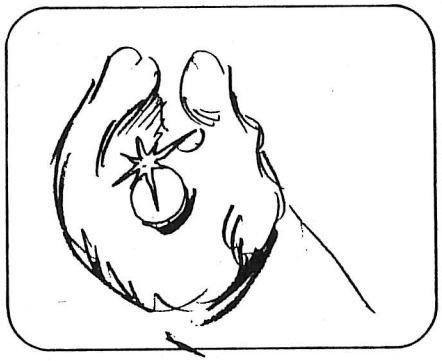
	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	93			~~93~~			94			94A	





LEAN IN



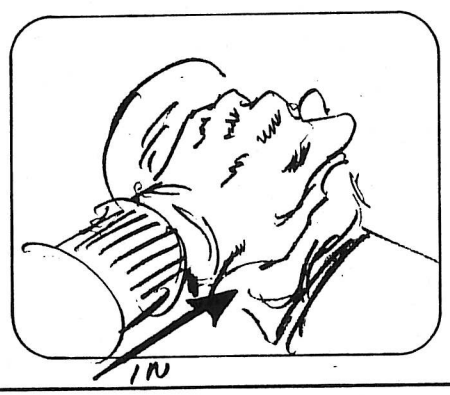


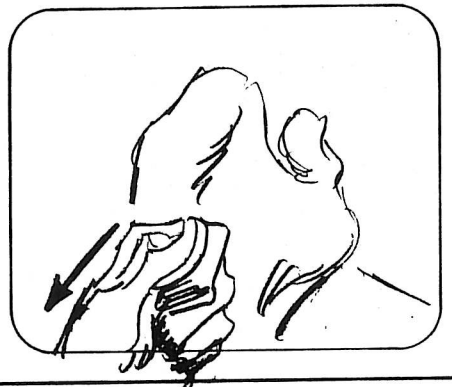
ACTION / RAY NUDGES PETER	ACTION /	ACTION / RAY SHOW PETE COIN	ACTION / ~~ANIM. TRUCK TO~~ ON COIN -ANIMATE SPARKLE ON COIN-
DIALOGUE /	DIALOGUE / (77) PETER **Yes, Ray? Is this some primitive means--** of telling me you'd like a conference?	DIALOGUE / (78) RAY Look at this, Peter! It's gold --	DIALOGUE / (CONT.) RAY, **" 1837. And mint condition! You'd think** it'd been made yester--
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				46

CONT.	SCENE 94A	TIMING		SCENE 94A	TIMING		SCENE 95	TIMING		SCENE 95	TIMING





ACTION/ PETE'S HAND IN - GRABS COIN	ACTION/ PETE'S HAND O.S.	ACTION/ PETER STUFFS COIN IN HIS POCKET AS	ACTION/ GHOST BUSTERS TURN TO GO
DIALOGUE/ (79) PETER On second thought -- this'll do.	DIALOGUE/	DIALOGUE/ PETE CONT. HAVE A NICE DAY...	DIALOGUE/ C'MON GUYS
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

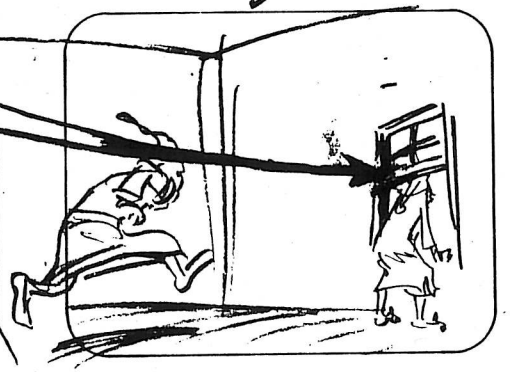
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 49

SCENE 96	TIMING	SCENE 97	TIMING	SCENE 97	TIMING	SCENE 97	TIMING

PAN



ACTION / GHOST BUSTERS EXIT AS SCROOGE RISES	ACTION / SCROOGE WATCHES THEM GO -EXPRESSIONLESS	ACTION / CRAFTY SMILE	ACTION / SCROOGE GOES TO WINDOW
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / O.S. DOOR CLOSING	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				50

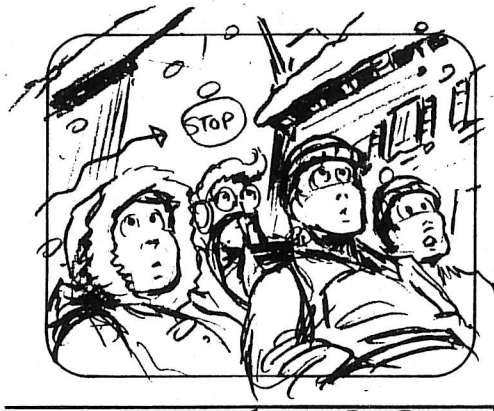
SCENE 98	TIMING	SCENE 98A	TIMING	SCENE 98B	TIMING	SCENE 98B	TIMING

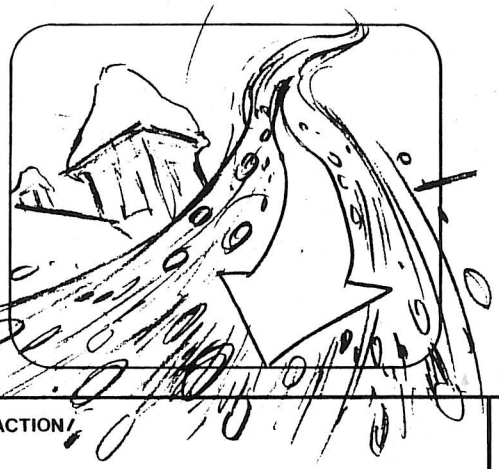
ACTION/ SCROOGE LOOKS OUT WINDOW AT SKY SHUTTERS SWAY IN WIND OL FALLING SNOW ~~ANIM.~~ TRUCK IN ON SCROOGE	ACTION/ SCROOGE SHAKES HIS FIST AT SKY	ACTION/ ON SKY - SCROOGE'S FIST INTO SC. OL/UL FALLING SNOW	ACTION/ HEAVIER SNOW SCROOGE'S HAND O.S.
DIALOGUE/	(80) SCROOGE So, you're not so powerful as I'd thought! Well, no one interferes with Ebeneezer Scrooge's sleep!	DIALOGUE/ SCROOGE day forward, it's war! (with emphasis) Christmas! Bah, humbug!	DIALOGUE/ From this
SOUND FX/ WINTRY WIND NOISE	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			1	51

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	101			102		CONT.				102A	





ACTION / ~~GUYS~~ GUYS STOP - LOOK UP AND REACT TO O.S. APPROACHING STORM -

ACTION / STORM COMES RUSHING PAST / CAM.

ACTION /

ACTION /

DIALOGUE /

DIALOGUE /

DIALOGUE /

DIALOGUE /

(82) PETER
(against the wind)
Unseasonal weather for December, wouldn't you say?

SOUND FX / WIND GROWS

SOUND FX / HOWLING WIND

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

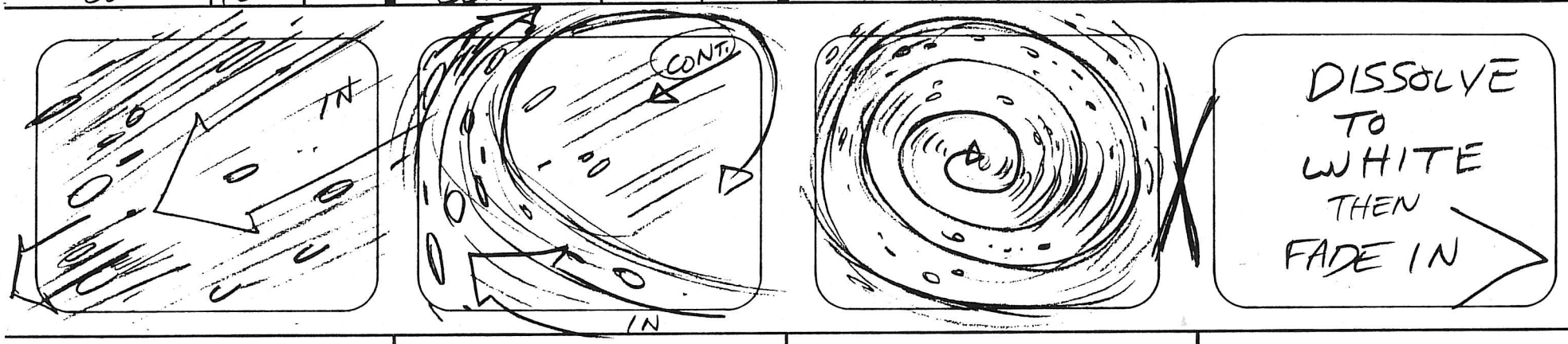
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 1 | PAGE NO. 32

CONT.	SCENE 102A	TIMING	CONT.	SCENE	TIMING	CONT.	SCENE	TIMING		SCENE	TIMING

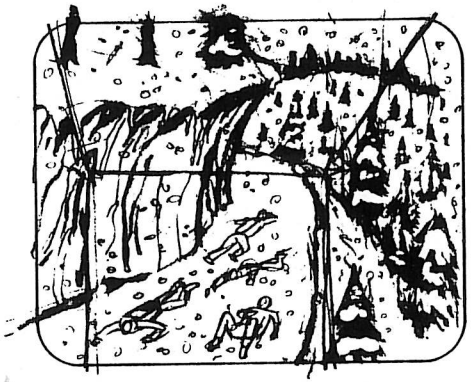


ACTION / SNOW RUSHES IN COVERING GUYS →	ACTION / THEN FORMS VORTEX	ACTION /	ACTION /
DIALOGUE / GHOSTBUSTERS — WHOOOOA!	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / WIND ~	SOUND FX / ~	SOUND FX / ~	SOUND FX / → FADES OUT.
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				53

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
103		103		103		104	



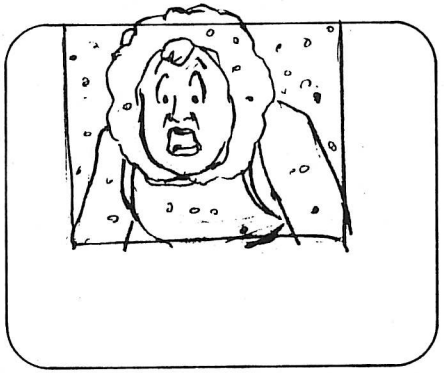
ACTION/ CLOSE ON QUIETLY TRICKLING STREAM, SEEN THRU ICE—	ACTION/ -PAN VERTICALLY UP THRU FOREST TO,--	ACTION/ HILL THAT BUSTERS ARE ON — TRUCK IN	ACTION/ DOWNSHOT ON BUSTERS LYING UNCONCIOUS ON ROAD- TRUCK IN
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES/ SNOW FALL IS FAIRLY LIGHT IN SCENES 103 — 114	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

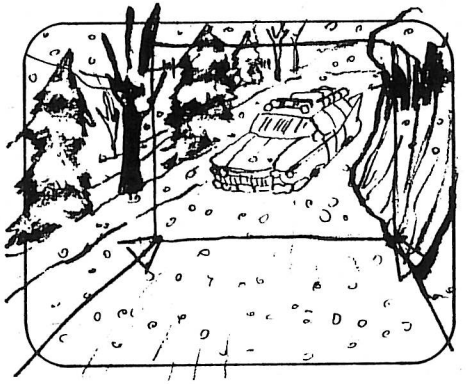
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 54

SCENE 105	TIMING	SCENE 105	TIMING	SCENE 105	TIMING	SCENE 106	TIMING





ACTION /	ACTION / TRUCK IN ON RAY AS HE WAKES UP PAINFULLY	ACTION / HE REACTS IN ASTONISHMENT	ACTION / TRUCK IN ON ECTO-1 SITTING WHERE THEY LEFT IT (HOLD)
DIALOGUE /	DIALOGUE / RAY (MOAN)	DIALOGUE / RAY I DONT BELIEVE IT!	DIALOGUE / RAY (CONT) (OS) WE'VE CIRCLED BACK THE WAY WE CAME! AND STILL NO PHONE.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 53

SCENE 107	TIMING	SCENE 107	TIMING	SCENE 107	TIMING	SCENE 108	TIMING

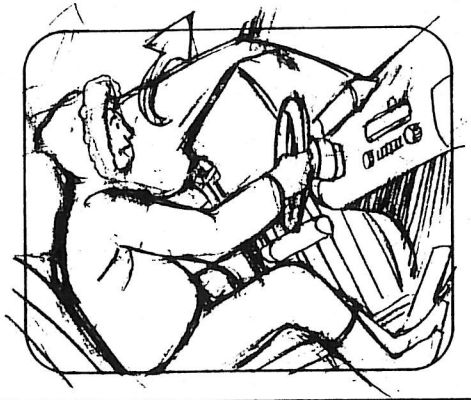
ACTION / PAN ACROSS ECTO-1 — RAY WALKS IN - (CAR IS ON HILL)	ACTION /	ACTION / PETE AND WINSTON WALK IN, STOP	ACTION / INT. ECTO-1
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

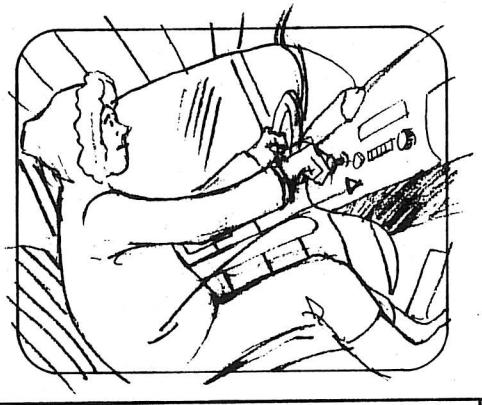
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 56

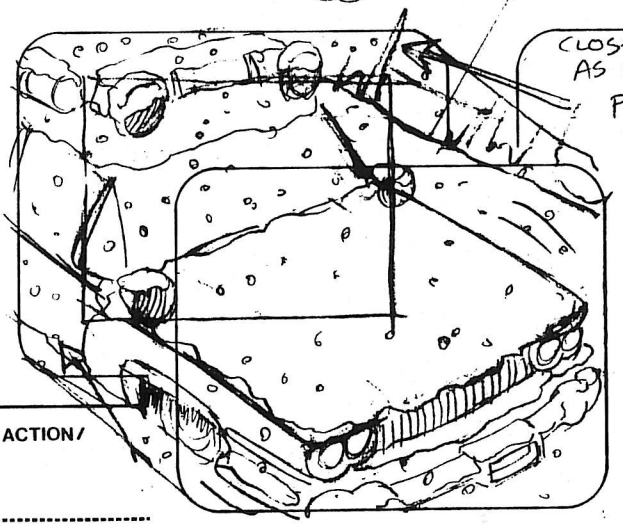
SCENE 108	TIMING	SCENE 108	TIMING	SCENE 109	TIMING	SCENE 109	TIMING



ACTION: RAY OPENS DOOR, GETS IN, SHUTS DOOR, "



ACTION: "PULLS KEY OUT OF POCKET, STICKS IT IN IGNITION



ACTION:

CLOSE ON CAR HOOD AS ENGINE STARTS— PAN UP TO WIND SHIELD

DIALOGUE /

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX / DOOR SHUTTING

SOUND FX /

SOUND FX / ENGINE STARTING

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

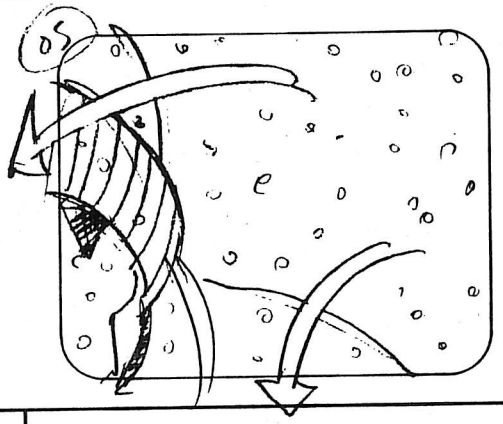
TIMING /

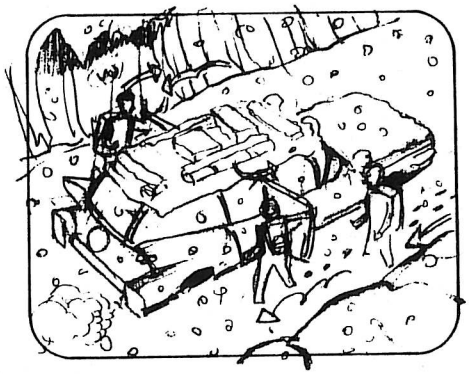
TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				57

SCENE 109	TIMING	SCENE 110	TIMING	SCENE 110	TIMING	SCENE 111	TIMING





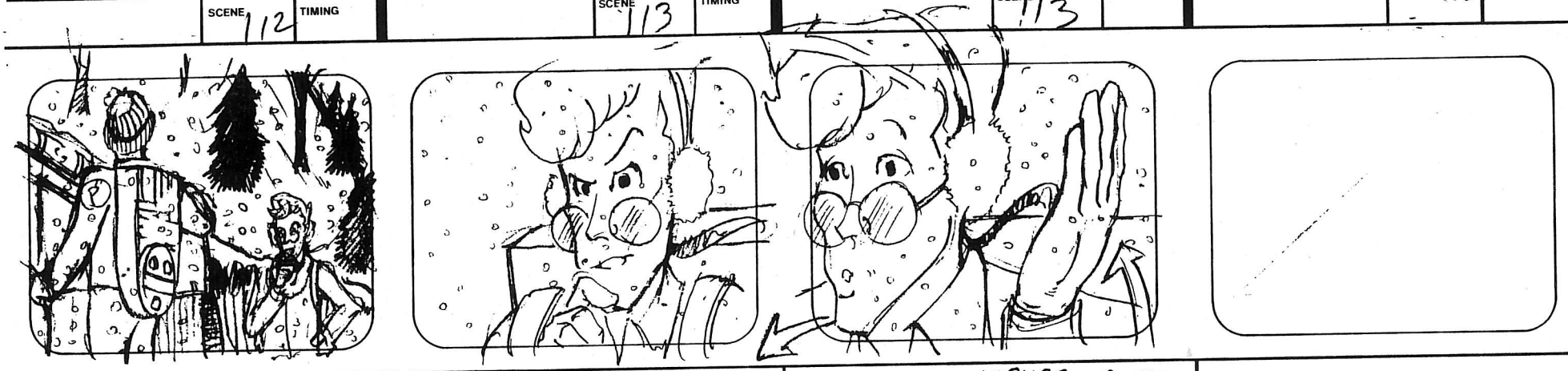
ACTION / WIND SHIELD WIPER CLEARS WINDSHIELD	ACTION /	ACTION /	ACTION / WINSTON, PETE WALK IN, OPEN CAR DOORS- EGON WALKS IN, STOPS
DIALOGUE /	DIALOGUE / WINSTON All right! All abooooard!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
112		113		113			

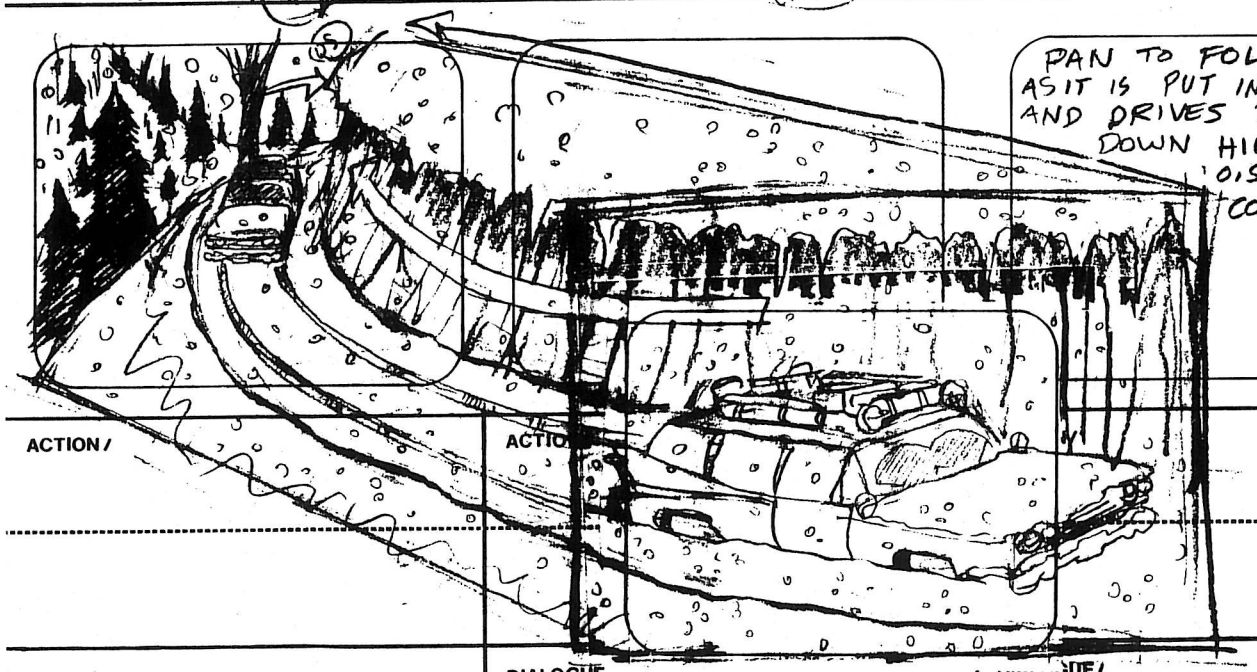


ACTION /	ACTION /	ACTION / EGON SHRUGS, GOES O.S,	ACTION /
DIALOGUE / PETER: Coming, Egon?	EGON: I ~~just keep~~ thinking there's something very familiar about what happened, as if it's happened all before.	DIALOGUE / EGON (CONT) Oh, well.	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				59

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
14		14		14		-	



PAN TO FOLLOW ECTO-1 AS IT IS PUT INTO GEAR AND DRIVES BACKWARDS DOWN HILL, GOING O.S. AROUND CORNER

WIPE TO:

ACTION /	ACTION /		ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

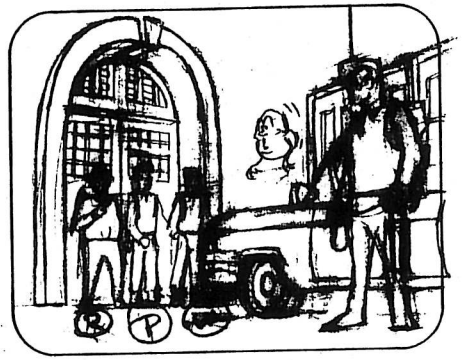
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 60

SCENE 115	TIMING	SCENE 116	TIMING	SCENE 116	TIMING	SCENE 117	TIMING

EXT. NIGHT - PAN DOWN FIREHOUSE/



ACTION/ INT. FIREHOUSE,

DIALOGUE/ RAY
-- okay, Egon, you go load up the ghosts.

SOUND FX/ TRUCK IN

NOTES/

TIMING/

ACTION/ EGON TURNS AWAY. SLIMER TURNS, FOLLOWS EGON O.S.

DIALOGUE/ RAY (CONT) We're going to get the christmas tree --

SOUND FX/

NOTES/

TIMING/

ACTION/ RAY AND WINSTON LINK ARMS WITH PETER

DIALOGUE/ RAY (CONT) --aren't we, Peter?

SOUND FX/

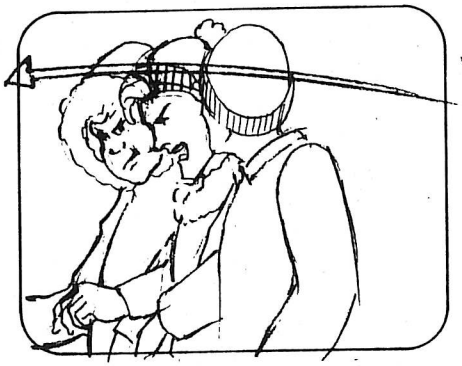
NOTES/

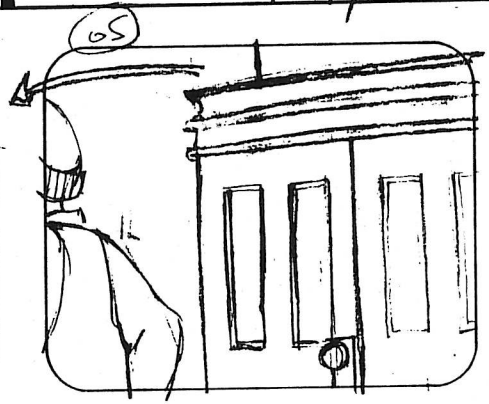
TIMING/

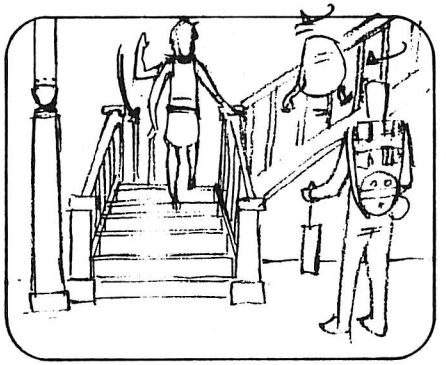
DIC AUDIO VISUAL

MAINTITLE | SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 61

SCENE 117	TIMING	SCENE 117	TIMING	SCENE 118	TIMING	SCENE 118	TIMING







ACTION/ THEY GO O.S. DRAGGING PETER WITH THEM	ACTION/	ACTION/ EGON + SLIME COME IN, STOP AS JANINE SAYS DIAL	ACTION/ THEY TURN TOWARDS HER AS SHE GOES UP STAIRCASE, MAKING GESTURE OF DISGUSTED DISMISSAL
DIALOGUE/ PETER Christmas . . . phooey.	DIALOGUE/	DIALOGUE/ JANINE A tree? For Christmas?	DIALOGUE/ JANINE (CONT) Bah!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 62

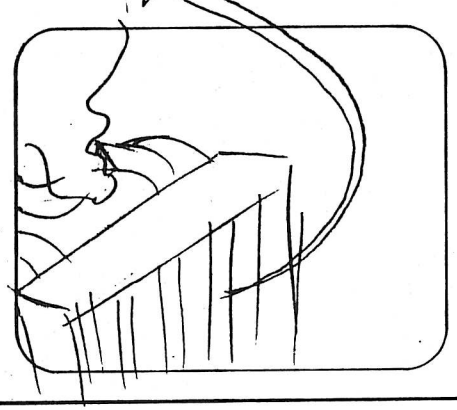
SCENE 119	TIMING	SCENE 120	TIMING	SCENE 121	TIMING	SCENE 121	TIMING

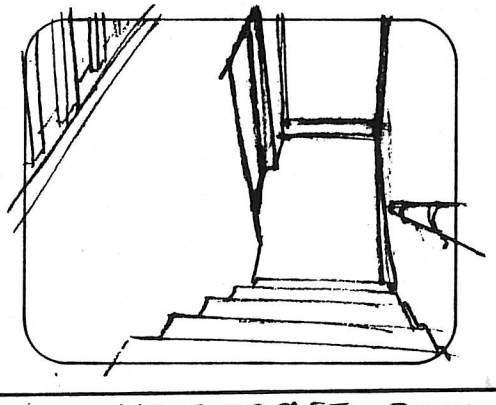
ACTION/ JANINE WALKS IN, STOPS AS EGON SAYS DIAL	ACTION/ SHE SAYS DIAL, GOES O.S	ACTION/	ACTION/ SLIMER FLOATS O.S. AFTER JANINE
DIALOGUE/ EGON But I thought you liked Christmas, Janine.	DIALOGUE/ JANINE LIKE CHRISTMAS?! ARE YOU NUTS? HMPH.	DIALOGUE/ SLIMER (CHRISTMAS! BAH HUMBUG!)	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES	NOTES/
TIMING/	TIM	TIM	TIMING/

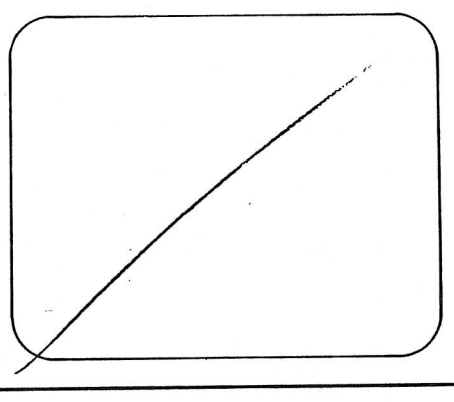
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				63

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
122		122 (OS)		123			







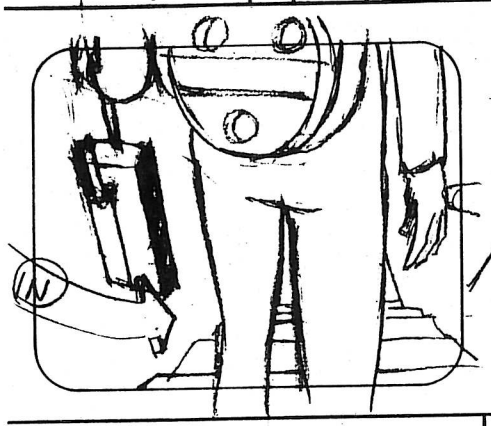
ACTION/ DOWN SHOT ON EGON	ACTION/	ACTION/ INT STAIRCASE DOWN TO CONTAINMENT UNIT	ACTION/
DIALOGUE/ EGON HOW VERY ODD.	DIALOGUE/ EGON (CONT) HMMMM....	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

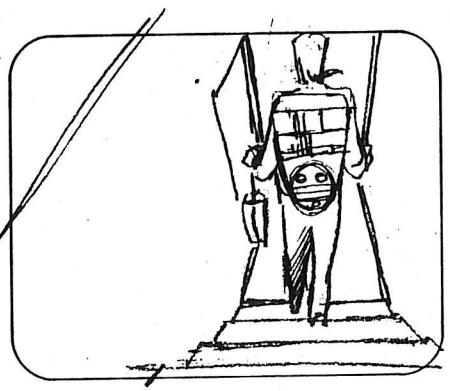
DIC AUDIO VISUAL

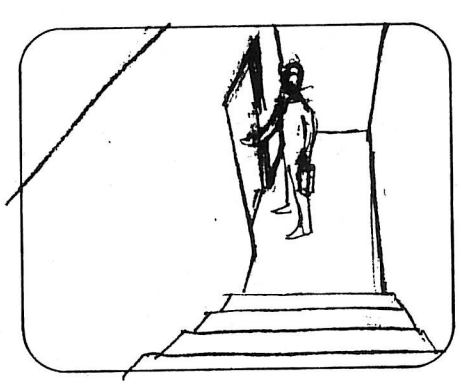
MAINTITLE

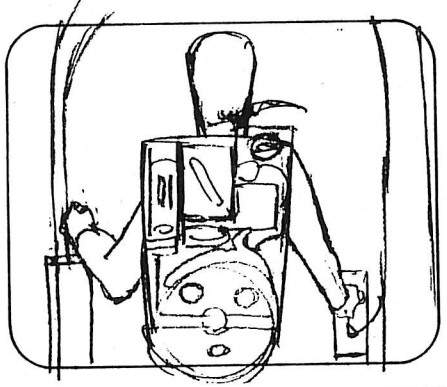
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 123	TIMING	SCENE 123	TIMING	SCENE 123	TIMING	SCENE 124	TIMING







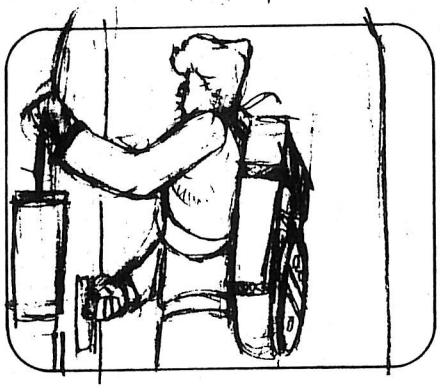


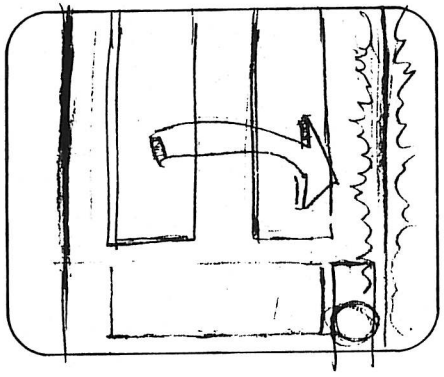
ACTION/ EGON COMES IN FROM SIDE, WALKS AWAY--	ACTION/ --FROM CAM, DOWN STAIRCASE--	ACTION/ --REACHES FOR DOORKNOB	ACTION/ EGON TURNS DOOR HANDLE
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ FOOTSTEPS	SOUND FX/ GOING DOWN STAIRS	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

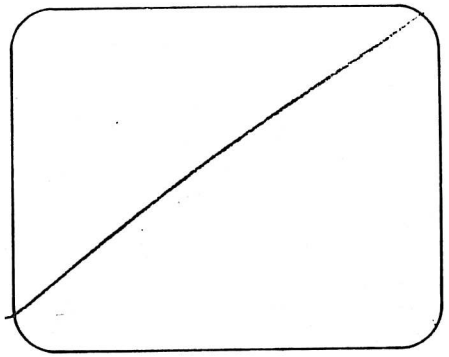
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				15

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
124		124		125			





EXT NYC STREET, NIGHT

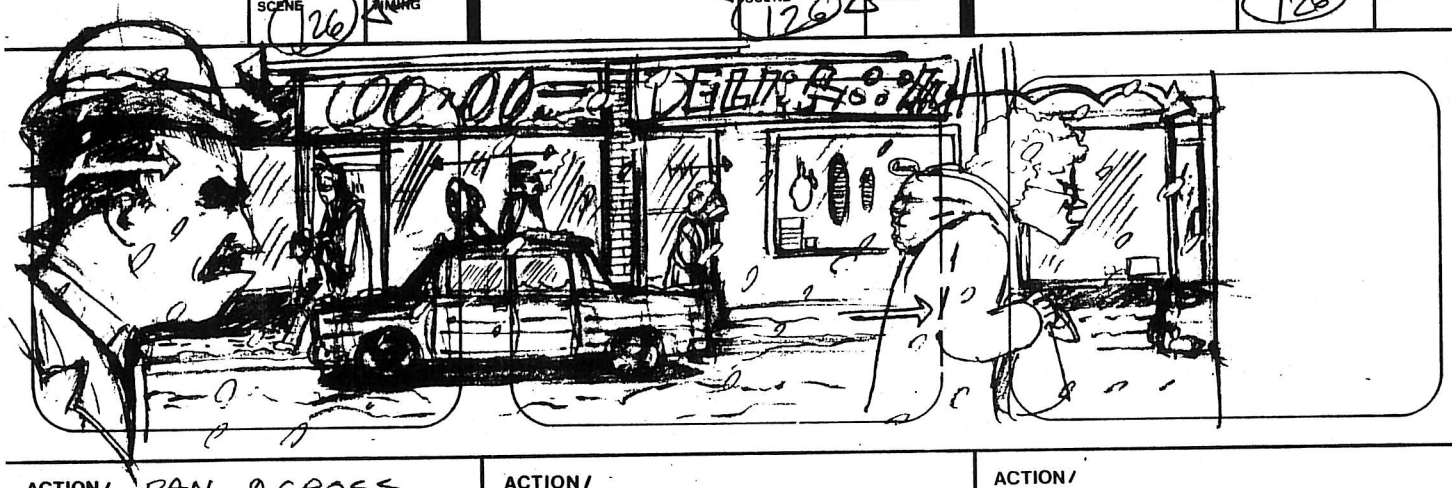


ACTION/ --OPENS DOOR, GOES INTO ROOM--	ACTION/ -- SHUTS DOOR	ACTION/ WINSTON AND RAY HAVE ARMS LINKED WITH PETE, DRAG HIM ALONG. THEY=	ACTION/ =--WHISTLE CHEERFULLY AS HE GLOWERS SULLENLY. LIGHT SNOWFALL
DIALOGUE/	DIALOGUE/	DIALOGUE/ ~~RAY~~ / WINSTON (WHISTLING JINGLE BELLS)	DIALOGUE/
SOUND FX/	SOUND FX/ DOOR SHUTTING	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMI	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				66

SCENE 126	TIMING	SCENE 126	TIMING	SCENE 127	TIMING



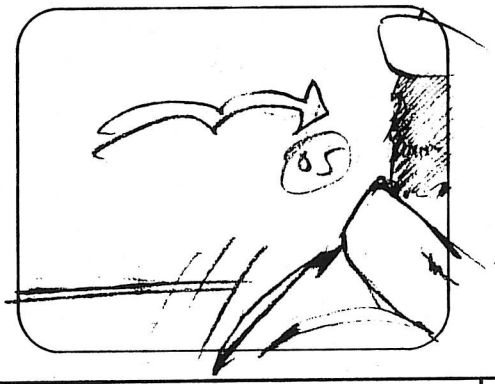
ACTION/ PAN ACROSS STREET WITH SULLEN, ANGRY PEOPLE WALKING ABOUT	ACTION/	ACTION/	ACTION/ SULLEN MAN, BUSTERS WALK IN FROM OPPOSITE SIDES OF FRAME. THEY STOP AS WINSTON SAYS DIAL; WINSTON AND RAY WAVE
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALO WINSTON Hi! Merry Christmas!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ IT'S SNOWING LIGHTLY IN SCENES #125 — #159	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
			61

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	128			128			129			129	

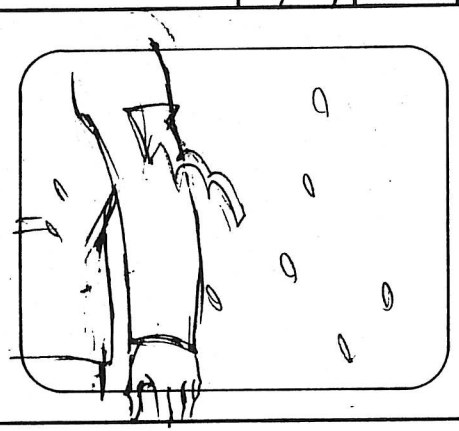


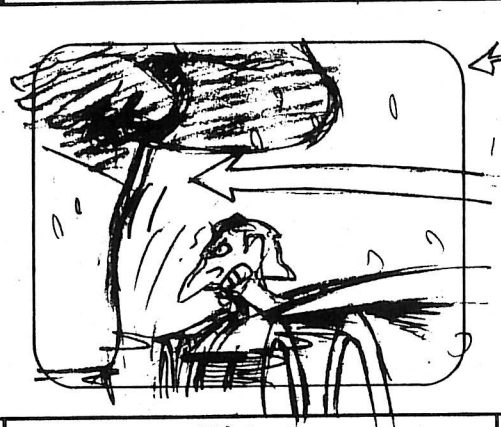
ACTION /	ACTION /	ACTION / WINSTON + RAY LOOK BACK TOWARDS MAN, PETE SMILES SMUGLY	ACTION / RAY + WINSTON - LOOK AT PETER, CURIOUSLY, AND MILDLY ANGRY
DIALOGUE / PEDESTRIAN Bah! Humbug!	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				64

SCENE 129	TIMING	SCENE 129	TIMING	SCENE 130	TIMING	SCENE 130	TIMING





ACTION/ THEY TURN, WALK O.S., BUT JUST BEFORE WINSTON LEAVES FRAME --	ACTION/ -- TAXI SCREECHES TO A STOP, ALMOST HITTING HIM.	ACTION/ BUSTERS ARE RIM LIT BY TAXI HEADLIGHTS - BUSTERS MOVE OUT OF CARS PATH - WINSTON --	ACTION/ --TO THE RIGHT, PETE AND RAY GO O.S. TO THE LEFT. TAXI ZOOMS O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE/ MAN IN CAR WATCH WHERE YOU'RE GOING, YOU FOOLS!	DIALOGUE /
SOUND FX /	SOUND FX/ SQUEELING BRAKES	SOUND FX /	SOUND FX/ SCREECHING TIRES,
NOTES /	NOTES /	NOTES /	NOTES/ GUNNED MOTOR
TIMING /	TIMING /	TII	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 9

SCENE 130	TIMING	SCENE 130	TIMING	SCENE 131	TIMING	SCENE 131	TIMING

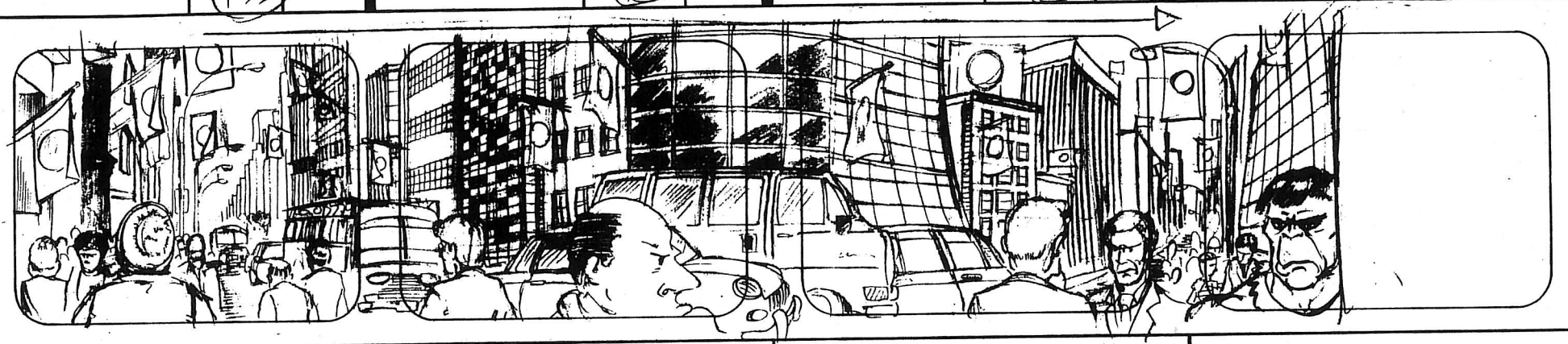
ACTION/ BUSTERS MOVE BACK TO FRAME - WINSTON, RAY ARE PUZZLED, PETE SMILES SMUGGLY.	ACTION/ THEY WALK O.S. AS THEY CROSS STREET, THEN THEY WALK BACK IN, WALKING DOWN SIDE WALK ON OTHER SIDE OF STREET - RAY POINTS O.S.	ACTION/ THEY WALK IN AROUND CORNER --	ACTION/ -- STOP SUDDENLY, REACTING IN AMAZEMEN
DIALOGUE/ PETER THIS IS MY KINDA TOWN.	DIALOGUE/ RAY At least they know how to keep the Christmas spirit over here!	DIALOGUE/ RAY (CONT) I love how they decorate Fifth ...	DIALOGUE/ RAY (CONT) -- Avenue?
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIM	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 10

SCENE 133 TIMING	SCENE 133 TIMING	SCENE 133 TIMING	SCENE 133 TIMING



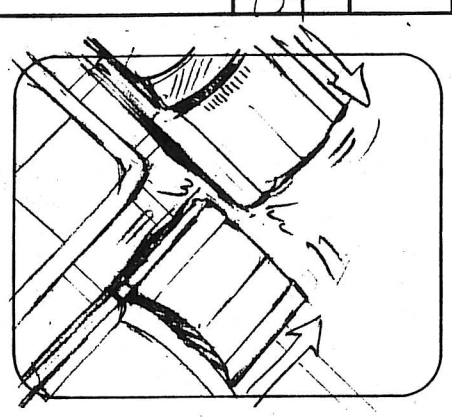
ACTION	ACTION	ACTION / PAN ACROSS FIFTH AVE.	ACTION
Instead of Christmas decorations, banners of Scrooge's likeness festoon lamp-posts and storefronts. PEDESTRIANS walking down the street frown and snap at one another, cars HONK their horns in more surly fashion than normal (if that's possible) . . . everyone's cranky.			
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / HORNS · HONKING, CROWD WALLA	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 134	TIMING	SCENE 135	TIMING	SCENE 135	TIMING	SCENE 136	TIMING



ACTION/ TWO CARS ALMOST HIT EACH OTHER

DIALOGUE/

SOUND FX/ SQUEELING BRAKES FOR 2 CARS

NOTES/

TIMING/

ACTION/

DIALOGUE/ MOTORIST #1 BAH HUMBUG!
MOTORIST #2 BAH HUMBUG!

SOUND FX/

NOTES/

TIMING

ACTION/ WOMEN PEDESTRIAN RUNS IN, JOINS ARGUEMENT JUST FOR THE HELL OF IT

DIALOGUE/ WOMAN WALKER BAH HUMBUG!

SOUND FX/

NOTES/

T

ACTION/ ANGLE ON CRABBY ADOLESCENT CAROLLERS, LEGS WALK THRU FRAME IN F.G. - 2 OF THEM ARE MINORITY

DIALOGUE/ 6 CHILDREN! (SINGING TO TUNE OF JINGLE BELLS)
BAH HUMBUG, BAH HUMBUG
BAH HUMBUG BAH HUM--
BAH HUMBUG, BAH HUMBUG BAH,
BAH HUMBUG BAH HUMBUG BAH!

SOUND FX/

NOTES/

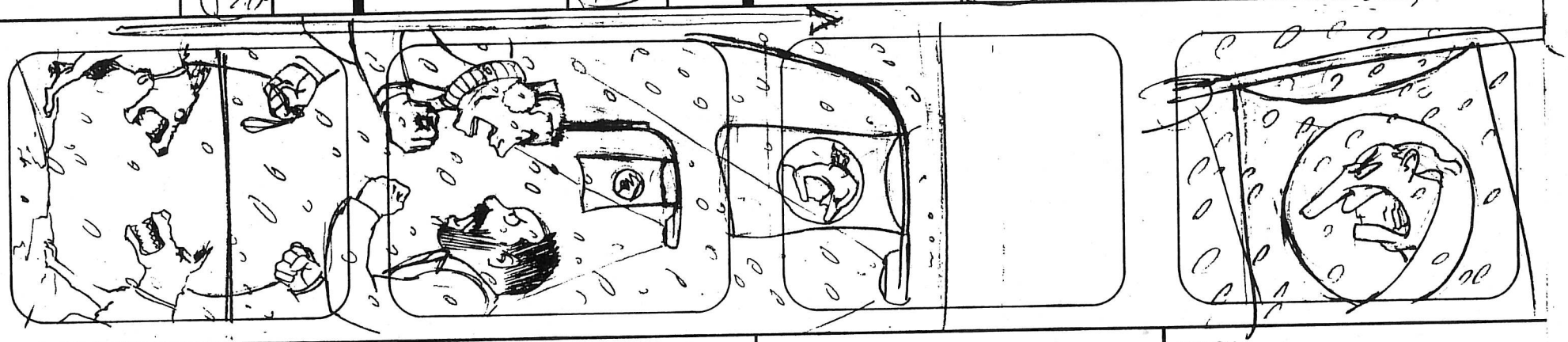
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 12

SCENE 137	TIMING	SCENE 137	TIMING	SCENE 137	TIMING	SCENE 138	TIMING



ACTION / ANGLE ON SNARLING DOGS ON LEASH – PAN UP TO SNARLING MEN --	ACTION / -- CONTINUE PANNING UP TO BANNERS WITH SCROOGE'S SNARLING FACE ON THEM	ACTION /	ACTION /
DIALOGUE / /	DIAL (114) 1ST MAN Bah, Humbug. (115) 2ND MAN (bigger) Bah! Humbug!	(116) 1ST & 2ND MEN (OS) ("Bah, Humbug"s continue -- bigger and bigger)	DIALOGUE /
SOUND FX / DOGS SNARLING	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /		TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				13

SCENE 139	TIMING	SCENE 140	TIMING	SCENE 140	TIMING	SCENE 141	TIMING

ACTION /	ACTION / PAN ACROSS MEN STANDING ON STREET DRESSED AS SCROOGE, TRYING TO -	ACTION / -SELL BOOKS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	(95) WINSTON "A Christmas Humbug!" By Ebeneezer Scrooge?!? (96) RAY But -- but that's the guy we helped!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /

SCROOGE #1
BUY THE BOOK!

SCROOGE #2
THE SENSE[illegible]
CLASSIC!

SCROOGE #3
A CHRISTMAS HUMBUG!

TIMING /

MING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				14

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	142			142			143			144	

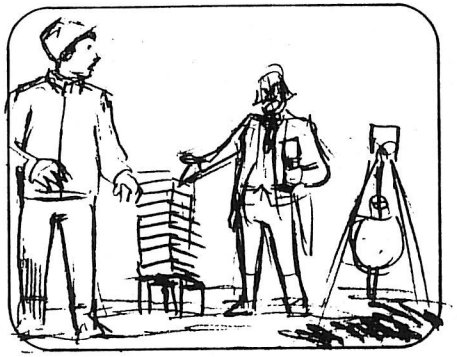
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE / RAY That's impossible! How could we help Scrooge ... unless --	DIALOGUE / RAY (CONT) -- we -- went -- back in time. Oboy.	RAY That strange disturbance we encountered when we went over the hill	DIALOGUE / RAY (CONT)(VO) -- it must've been a timeslip, a door to the past.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 15

SCENE 144	TIMING	SCENE 144	TIMING	SCENE 145	TIMING	SCENE 146	TIMING

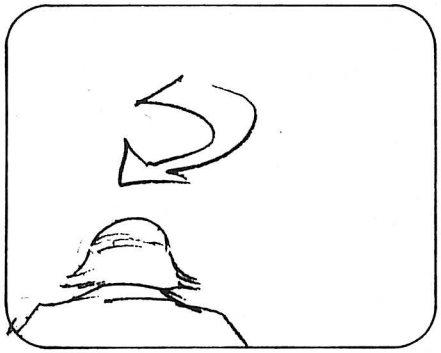


ACTION/ TRUCK IN ON WINSTON, SLIDE OUT PETER	ACTION/	ACTION/	ACTION/
(GB) WINSTON Whoa! Ebeneezer Scrooge. Then those ghosts we trapped -- they must've been the ghosts of Christmas Past, Present and Future!	DIALOGUE/ (TH) PASSERBY (OS) Well, everyone knows that story!	(HDV) PASSERBY (cont'd) In 1837; Scrooge defeated the three Christmas Ghosts all by himself!	DIALOGUE/ PASSERBY (CONT) Since then, Christmas has been gone -- and good riddance.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/ PASSERBY IS SCROOGE #1	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				16

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	147			148			149			149	

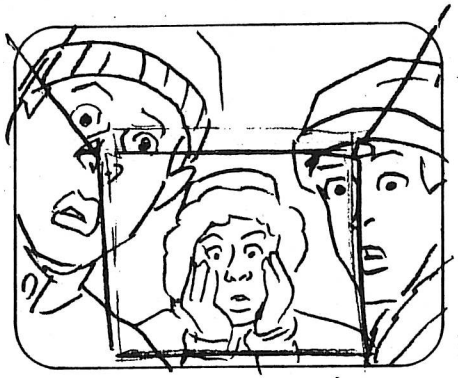


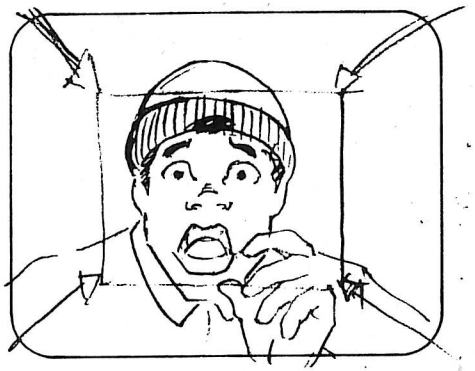
ACTION /	ACTION / PASSERBYS P.O.V. BUSTERS LOOK AT CAM AS THOUGH HE WERE INSANE	ACTION /	ACTION /
DIALOGUE / PASSERBY (CONT) He showed them!	DIALOGUE /	DIALOGUE / PASSERBY WELL, IF YOU BOUGHT THE BOOK, YOU'D KNOW!	DIALOGUE / PASSERBY (CONT) RUBES.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES	NOTES /
TIMING /	TIMING /	TIMI	TI

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				11

	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
	150		151		152		153	





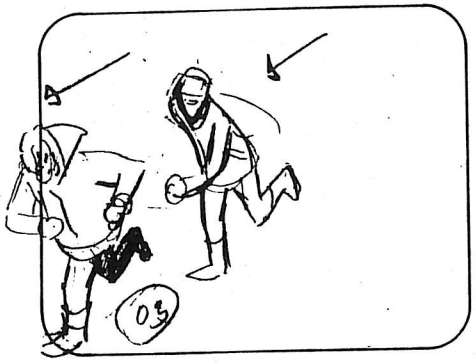
ACTION/	ACTION/	ACTION/ TRUCK IN ON WINSTON	ACTION/
(101) RAY We went back in time. And by changing the past, we changed the present.	DIALOGUE (102) PETER No problem. We took the ghosts, all we have to do is put them back, right?	(103) WINSTON But Egon's about to dump those ghosts in the containment unit!	DIALOGUE/ (104) RAY Once they're inside, we'll never get 'em out!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

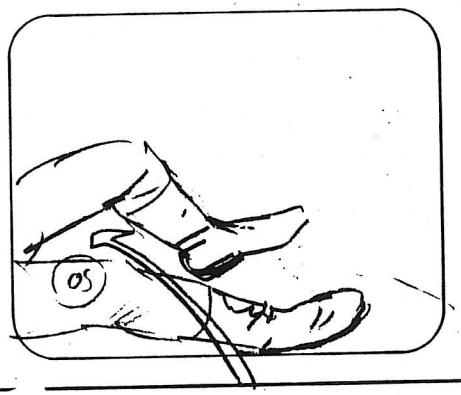
DIC AUDIO VISUAL

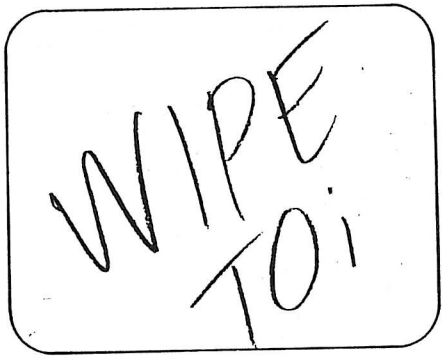
MAINTITLE

SHOW NO. | DESCRIPTION: NO PAGE 79-80 | ACT NO. | PAGE NO.: 18

SCENE 153	TIMING	SCENE 154	TIMING	SCENE 154	TIMING	NO SCENES 155 - 159	SCENE -	TIMING





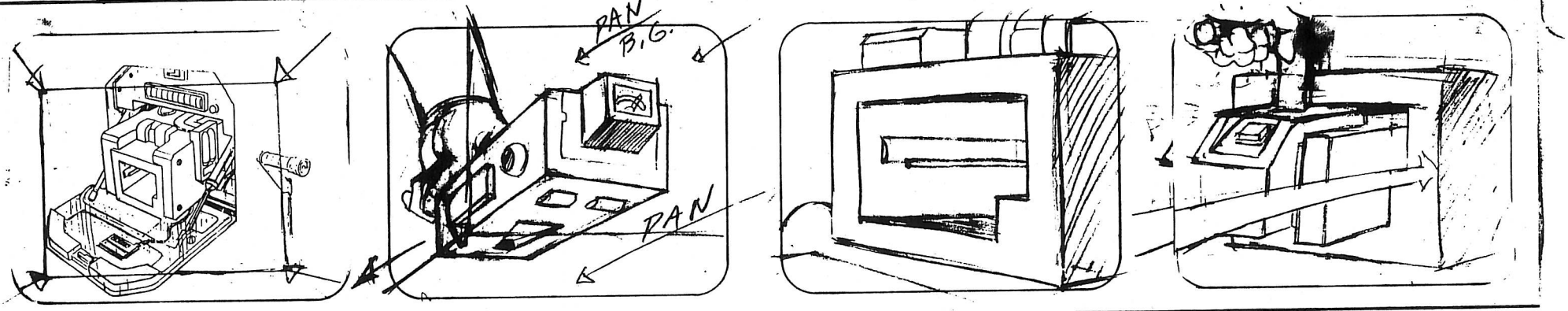


ACTION /		N /	ACTION /
	Ray and Winston charge OS. Peter lingers, shrugs (105)	WHAP! Ray's arm ENTERS FRAME, grabs Peter, and yanks him OS.	
DIALOGUE /	(VO) PETER I don't know. Doesn't seem like that big a deal, if you ask	DIALOGUE / PETER (CONT) meeeeeee --	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				91

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
160		161		162		162	

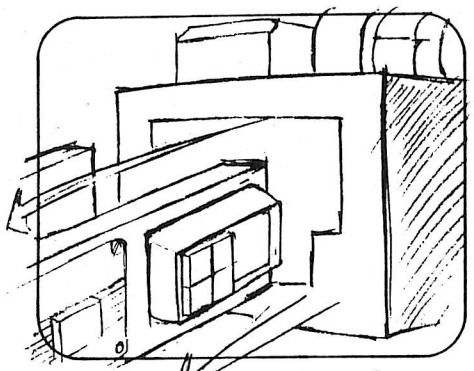


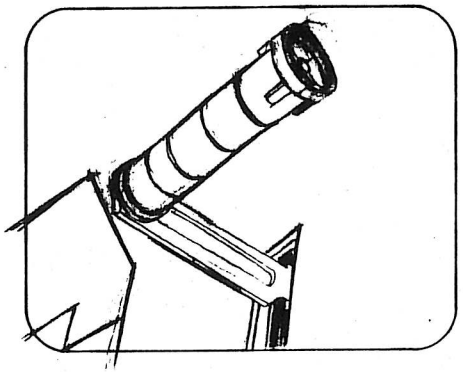
ACTION/ TRUCK IN ON CONTAINMENT UNIT —	ACTION/ CLOSE ON TRAP — TRUCK IN — PAN B.G.	ACTION/ CLOSER ON CONTAINMENT UNIT	ACTION/ EGON SLIDES TRAP IN,
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX/ LOUD ECHOEY METAL SLIDING ON METAL
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

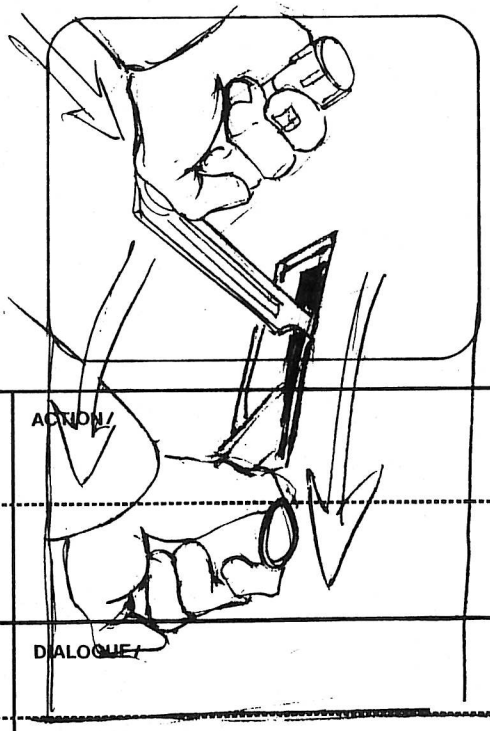
DIC AUDIO VISUAL

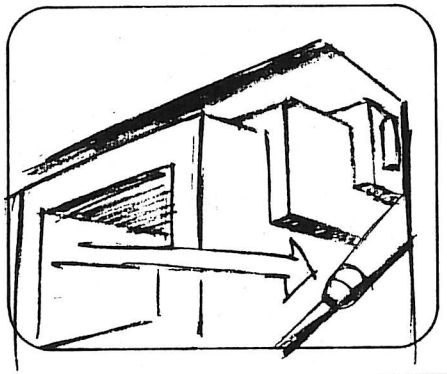
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				60

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
163		164		164		165	









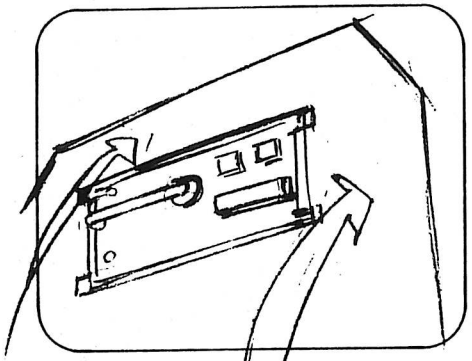
ACTION / -- SLIDES EMPTY TRAP OUT, O.S.	ACTION / EGON REACHES IN, GRABS LEVER, PULLS IT DOWN	ACTION /	ACTION / TRAP SLOT SLIDES BACK INTO CONTAINMENT UNIT
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / LOUD, ECHOEY METAL SLIDING ON METAL	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

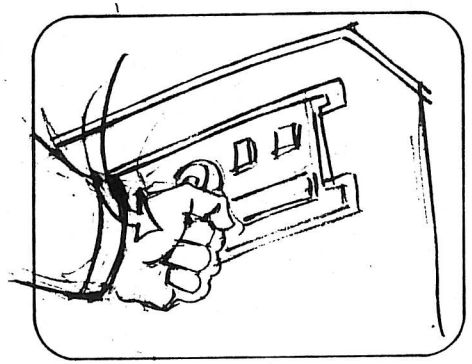
DIC AUDIO VISUAL

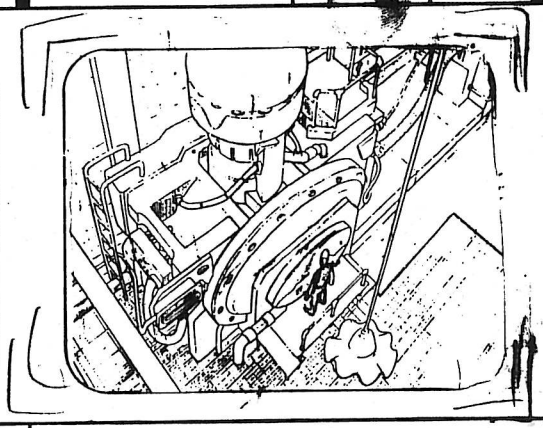
MAINTITLE

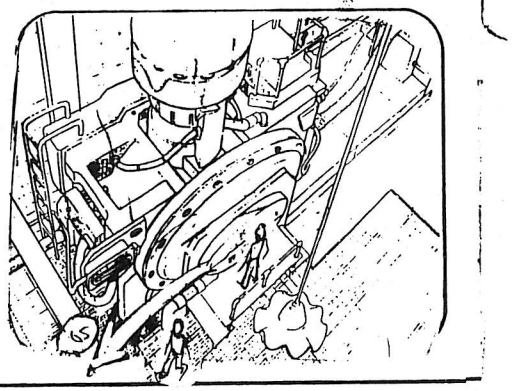
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 23

SCENE 165	TIMING	SCENE 165	TIMING	SCENE 166	TIMING	SCENE 166	TIMING







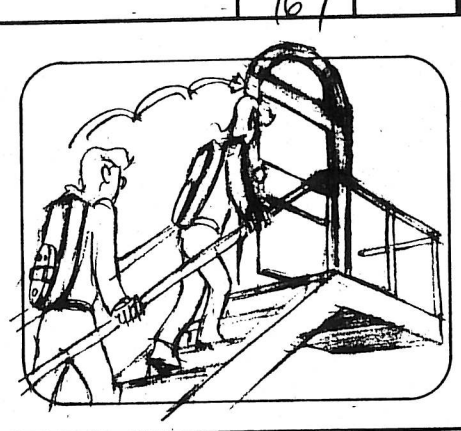


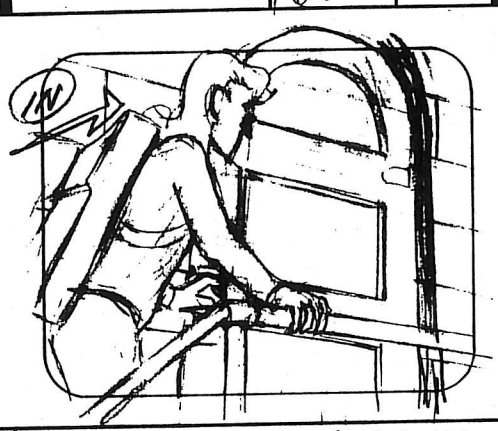
ACTION / DOOR SHUTS	ACTION / EGON PULLS SWITCH	ACTION / CAM SHAKE	ACTION / EGON WALKS O.S. AFTER CAM SHAKE STOPS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / LOUD HUM	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

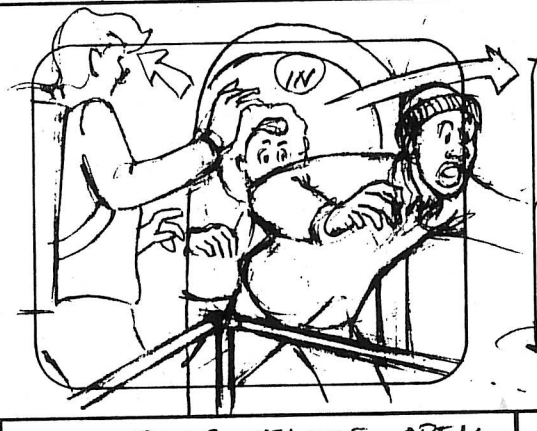
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				44

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	167			168			168			169	







ACTION/ EGON WALKS UP STAIR CASE --	ACTION/ -- EGON WALKS IN, REACHES FOR DOORKNOB--	ACTION/ DOOR FLIES OPEN, WINSTON, RAY LUNGE IN	ACTION/ PETE COMES IN
DIALOGUE /	DIALOGUE /	DIALOGUE/ WINSTON Egon! NO! Wait!	RAY Those three ghosts, Egon -- are they?
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 45

SCENE 170	TIMING	SCENE 171	TIMING	SCENE 171	TIMING	SCENE 171	TIMING

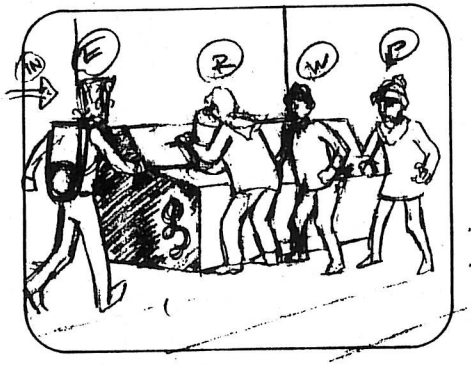
ACTION /	ACTION / 1 BUSTERS STARE O.S, AT EGON FOR A COUPLE BEATS, THEN THEY—	ACTION / 3 EGON, WHO WATCHES THEM RUNNING DOWN STAIRS, THEN FOLLOWS THEM O.S.	ACTION / 2. —RUN O.S., HOLD A BEAT, THEN PAN OVER TO—
DIALOGUE / EGON "Of course. Just finished now."	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / FOOTSTEPS RUNNING	SOUND FX / DOWN METAL STAIRS
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

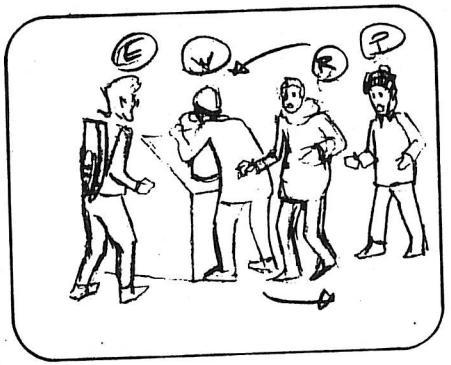
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 96

	SCENE 172	TIMING		SCENE 172	TIMING		SCENE 173	TIMING		SCENE 174	TIMING





ACTION/ BUSTERS ARE ALREADY AT CONTAINMENT UNIT MONITOR- RAY LOOKS INTO MONITOR AS EGON WALKS IN.

ACTION/ RAY MOVES ASIDE, WINSTON TAKES HIS PLACE

ACTION/ BUSTERS ARE AGHAST,

ACTION/

DIALOGUE/

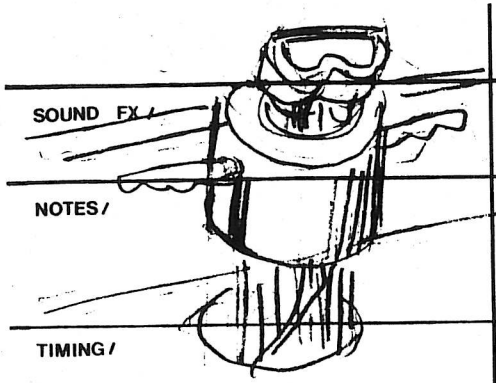
(107) PETER
Egon, you sure you can't let those three loose without letting them ALL out?

EGON
Correct, but -- why would we want to:

DIA... (111) RAY
I don't believe it. We did it. We really did it this time.

DIALOGUE/

(112) EGON
What? What did we do?



SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

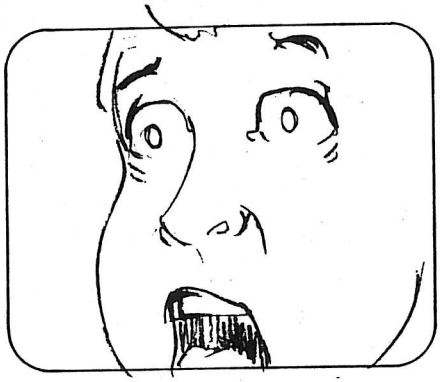
TIMING/

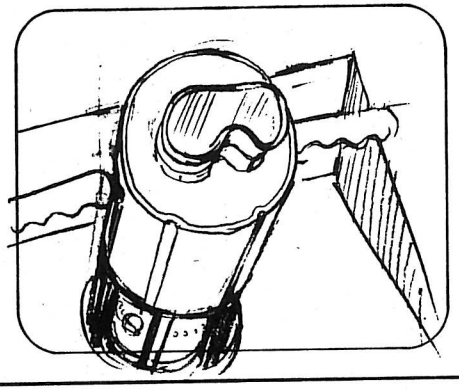
DIC AUDIO VISUAL

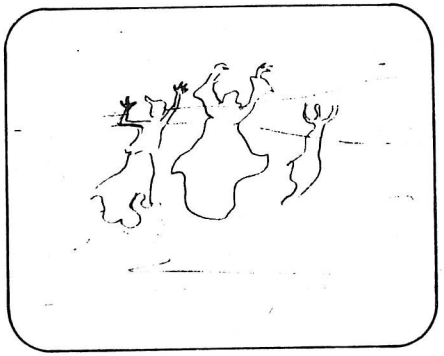
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 41

SCENE 175	TIMING	SCENE 176	TIMING	SCENE 176	TIMING	SCENE 176	TIMING





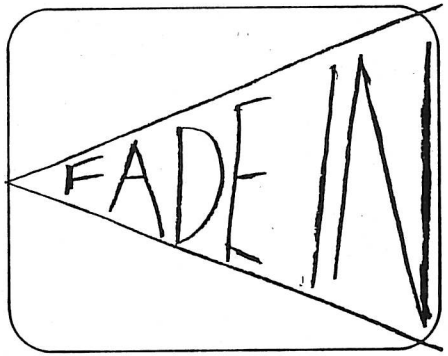


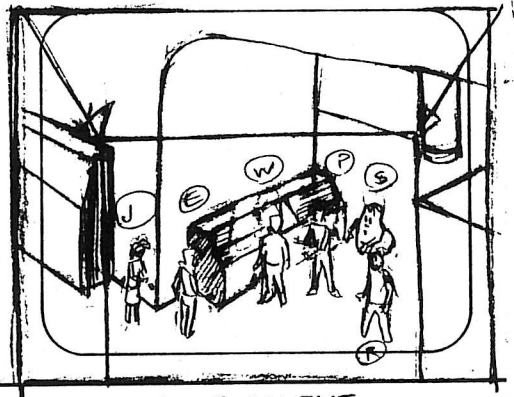
ACTION /	ACTION / ANIMATE TRUCK IN ON TO MONITOR GOGGLES--	ACTION / --CONTINUE ANIMATED TRUCK IN - GHOSTS OF PAST PRESENT AND FUTURE FADE AWAY INTO RED MIST	ACTION / THE FADE OUT END
DIALOGUE / RAY We just killed Christmas, Egon.	DIALOGUE / RAY (CONT.) Christmas is gone ... forever.	DIALOGUE /	DIALOGUE / OF ACT ONE
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
	15013		II	1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
										1	12





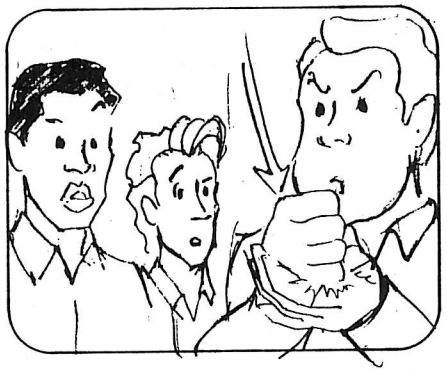
ACTION /	ACTION /	ACTION /	ACTION / INT. BASEMENT BUSTERS AND JANINE AND SLIMER STAND AROUND CONTAINMENT UNIT MONITOR
DIALOGUE /	DIALOGUE /	DIALOGUE /	PETER Okay, so let me get this straight: 1) we went back in time. 2) we changed history so Scrooge won.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES / BUSTERS ARE NO LONGER WEARING WINTER OUTFITS
TIMING /	TIMING /	TIMING /	TIMING /

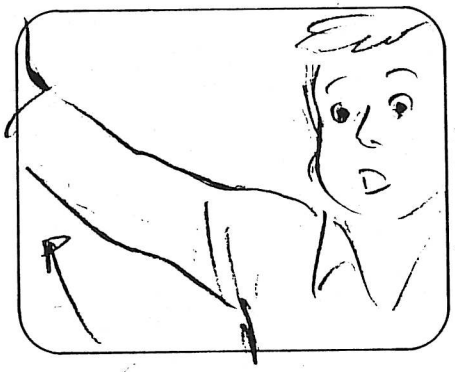
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 2A

SCENE 2	TIMING 3 12	SCENE 3	TIMING	SCENE 4 A	TIMING	SCENE 4A	TIMING





ACTION /

DIALOGUE / PETER (CONT And 3) now no one celebrates Christmas anymore.

SOUND FX /

NOTES /

TIMING /

ACTION / JANINE YAWNS AFTER EGON SAYS DIAL.

DIALOGUE / Fascinating. (118) EGON

JANINE (QUIET YAWN)

SOUND FX /

NOTES /

TIMING /

ACTION / RAY SMACKS PALM WITH FIST AS HE SAYS 'ONE!'

RAY
There's only one solution.

SOUND FX / PALM BEING SMACKED

NOTES /

TIMING /

ACTION /

DIALOGUE / RAY (CONT)

We've got to go back in time--

SOUND FX /

NOTES /

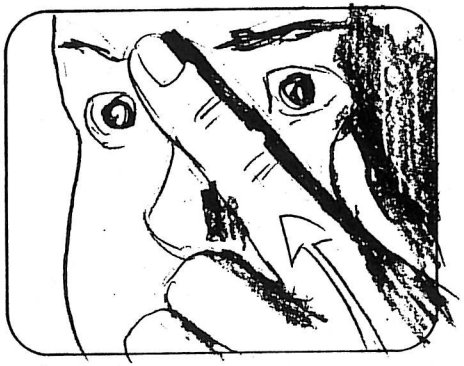
TIMING /

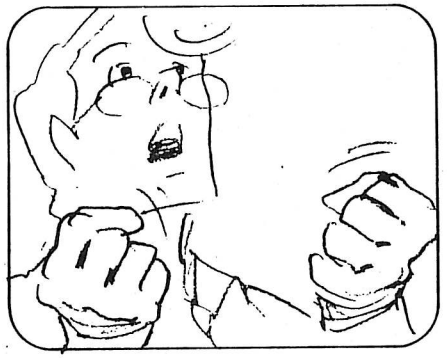
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 2B

SCENE 4B	TIMING	SCENE 4B	TIMING	SCENE 5A	TIMING	SCENE 5A	TIMING



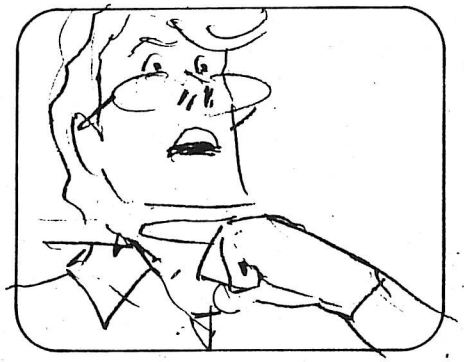


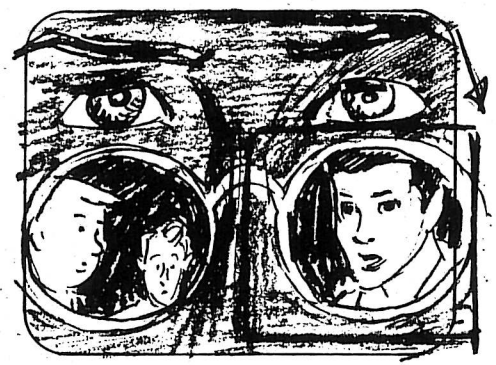
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE / RAY (CONT) AND RETURN THE GHOST OF CHRISTMAS PAST, PRESENT AND FUTURE—	DIALOGUE / RAY (CONT) --TO SCROOGES PLACE.	DIALOGUE / EGON YES-- THE TIME-SLIP WE PASSED THROUGH MIGHT STILL BE IN PLACE.	DIALOGUE / EGON (CONT) BUT WE HAVE TO HURRY:
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				3A

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	5A			5B						- -	



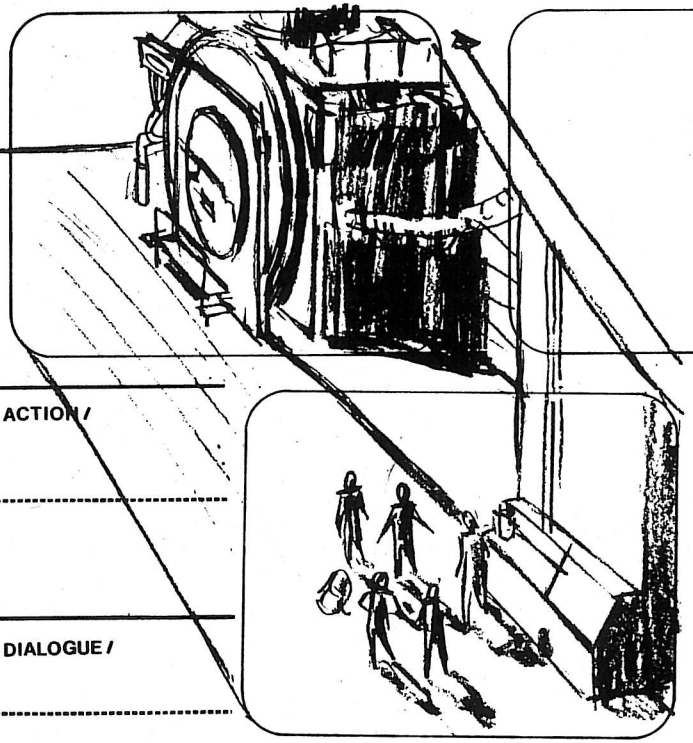


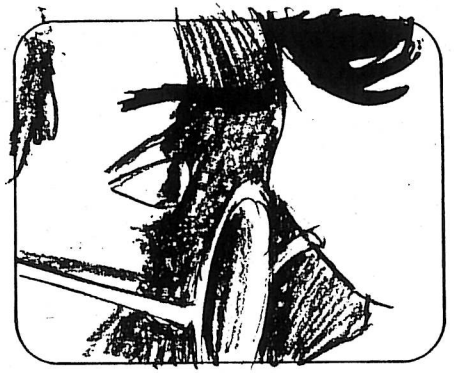
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE / EGON (CONT) SCROOGES CHRISTMAS EVE WILL BE OVER SOON--	DIALOGUE / EGON AND SO WILL OURS! WINSTON QUESTION IS, HOW DO WE OPEN THE WAY FOR THOSE THREE TO GET OUT	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				3.B

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	6			7A			7			8A	





ACTION /

DIALOGUE / WINSTON (CONT) --AND NOT LET ALL THE GHOSTS IN THE CONTAINMENT UNIT OUT.

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND

NOTES.

EGON
THERE IS A WAY, I CAN JURY RIG A DEVICE THAT WILL ALLOW ME TO BEING THEM BUT THEN THE CONTAINMENT

TIMING

ACTION /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE EGON (CONT) -- BUT THAT MEANS GETTING THE GHOSTS TO THE RIGHT PLACE AT EXACTLY THE RIGHT TIME

SOUND FX /

NOTES /

TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				36

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
		8B					

ACTION /	ACTION / PETE WALKS IN, LEANS ON WINSTON'S SHOULDER	ACTION /	ACTION /
DIALOGUE /	DIALOGUE / (V.O.) PETER Good theory. Only how do we do it?	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 2 | PAGE NO. 4

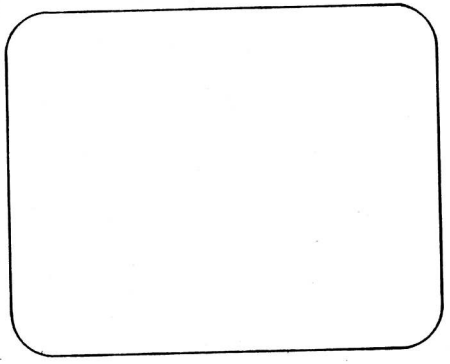
SCENE 8B	TIMING	SCENE 9	TIMING	SCENE 7	TIMING	SCENE 7	TIMING

ACTION/	ACTION/ PETE LOWERS ARM FROM WINSTON'S SHOULDER --	ACTION/ --LEANS FOWARD, REACHES O.S, / --	ACTION/ --STRAIGHTENS UP HOLDING EGON'S ARM BY THE WRIST, TAKES HIS PULSE
(24) EGON Simple. I'll go inside inside the unit and find them.	DIALOGUE/	DIALOGUE/	PETER Hmm. Pulse seems normal --
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				5

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	9			10		No # 11				12	



ACTION/ -- LETS GO OF EGON'S WRIST, WAGS HIS FINGER IN 'NO' GESTURE	ACTION/	ACTION/	ACTION/
DIALOGUE/ PETER (CONT) you're sure you haven't hit your head? That's not a very safe idea.	DIALOGUE/ RAY But it may be our only hope.	DIALOGUE/	DIALOGUE/ JANINE I don't get it. I mean, big deal. Christmas's just another day.
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				6

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	13			13			14			15	

ACTION /

ACTION /

ACTION /

ACTION /

DIALOGUE /

WINSTON
"Just another day." Sound familiar, Peter?

PETER
I didn't sound like that.

DIALOGUE /

PETER (CONT)
Besides, that was different.

DIALOGUE /

RAY
Okay, Egon. You're right. But we'll all go into the containment unit.

EGON
No good. This might not work.

DIALOGUE /

EGON (VO) (CONT)
You'll have to go back ahead of me. If I get the ghosts, I'll join you at Scrooge's.

WINSTON
And if you don't make it out?

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

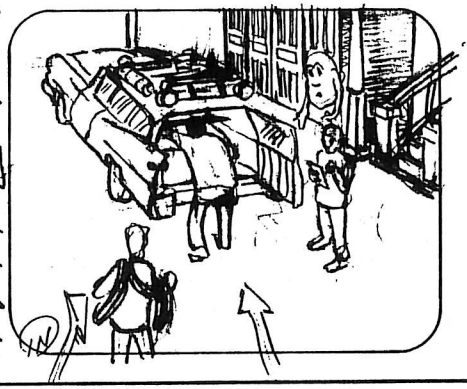
TIMING /

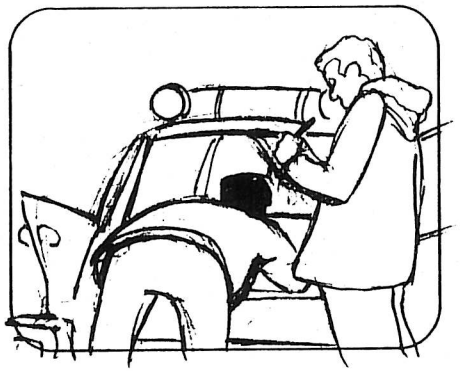
TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				7

SCENE 16	TIMING	SCENE 17	TIMING	SCENE 18	TIMING	SCENE 19	TIMING



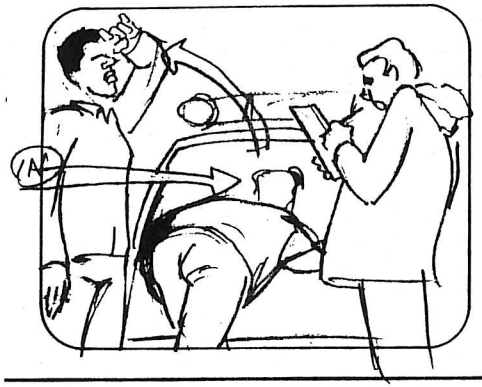


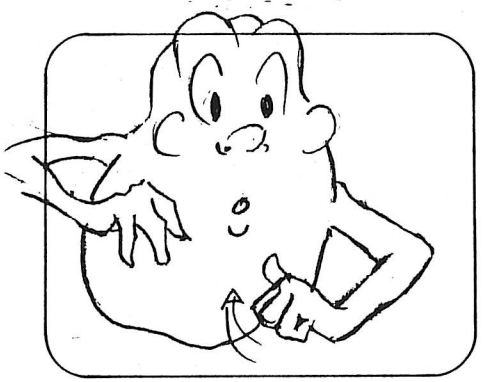
ACTION /	ACTION /	ACTION / WINSTON IS LOADING SOMETHING INTO ECTO-1, PETE COMES IN CARRYING COILS OF ROPE. RAY STANDS NEARBY, WRITING ON CLIPBOARD, SLIMER HOVERS NEARBY	ACTION /
EGON Then you three will have to become the three ghosts of Christmas.	PETER Why do I get the distinct feeling I'm not going to enjoy this?	DIALOGUE /	DIALOGUE / RAY OKAY, THAT...
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				8

	SCENE 19	TIMING		SCENE 20	TIMING		SCENE 20	TIMING		SCENE 21	TIMING





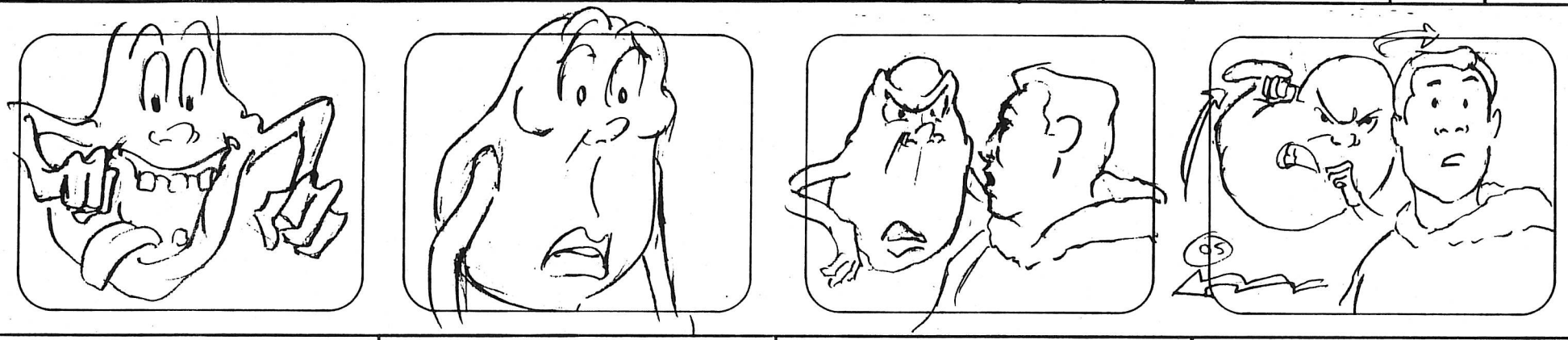
ACTION / WINSTON STANDS UP. MOVES ASIDE, PETER WALKS IN, PUTS ROPES INTO BACK OF ECTO-1	ACTION / SLIMER REACHES DOWN, GRABS RAYS ARM, TUGS ON IT /	ACTION /	ACTION / SLIMER POINTS AT HIMSELF
DIALOGUE / RAY (CONT) -- SHOULD BE EVERYTHING WE NEED)	DIALOGUE / RAY (CONT) LET'S GO.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMI

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 4

SCENE 21	TIMING	SCENE 21	TIMING	SCENE 22	TIMING	SCENE 22	TIMING

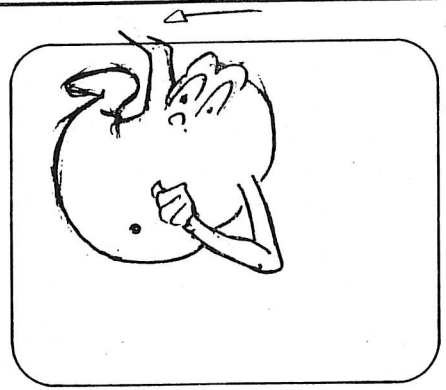


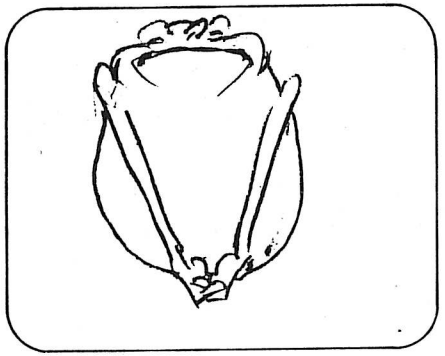
ACTION /	ACTION /	ACTION /	ACTION / SLIMER WINDS 'FOOT' BACK TO KICK RAY - RAY FINISHES SAYING DIAL, WALKS O.S.
DIALOGUE /	DIALOGUE / RAY (OS) SORRY, SLIMER.	DIALOGUE / RAY We need a convincing ghost. You don't qualify.	RAY (cont'd) Besides, we'll need you here to help Egon.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMIN	TIMING /	TIMING /	TIMING /

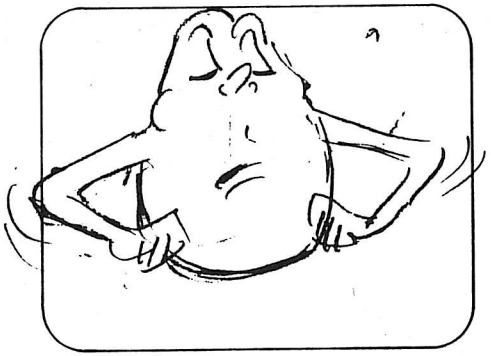
DIC AUDIO VISUAL

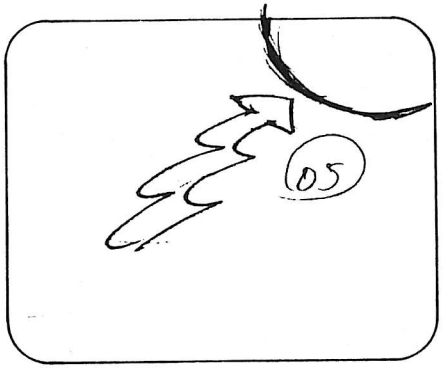
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

SCENE 22	TIMING	SCENE 22	TIMING	SCENE 22	TIMING	SCENE 22	TIMING









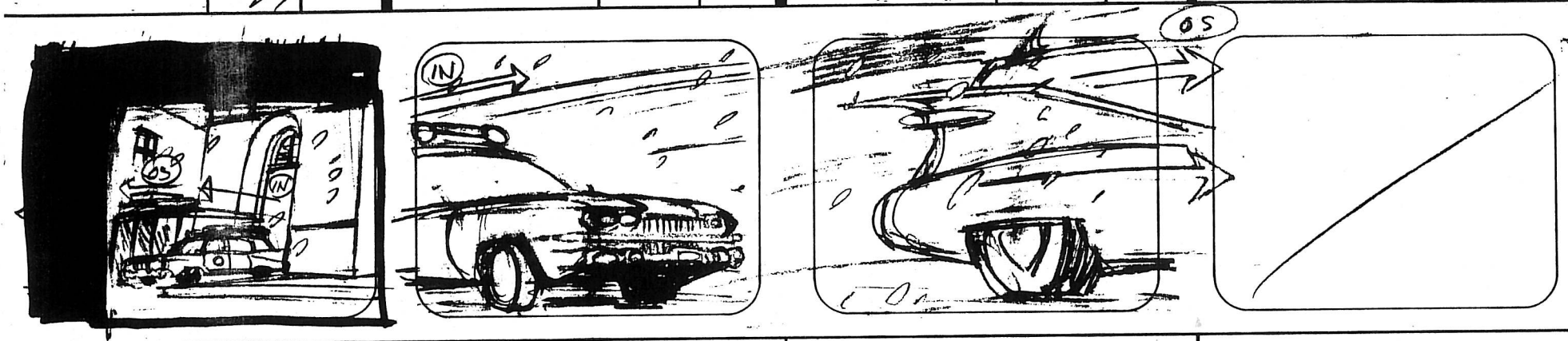
ACTION / SLIMER WATCHES RAY GO -- (PAN SLIGHTLY TO KEEP SLIMER IN FRAME)	ACTION / SLIMER SMILES ECSTACTICALLY	ACTION / THEN MAKES PROUD, HAUGHTY GESTURE --	ACTION / -- AND FLOATS O.S,
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 23	TIMING	SCENE 23	TIMING	SCENE 23	TIMING	SCENE -	TIMING



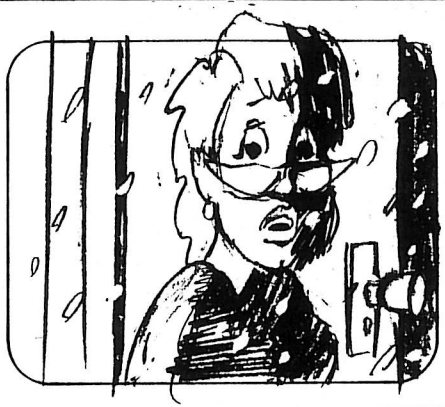
ACTION / EXT, FIREHOUSE - NIGHT. ECTO-1 DRIVES OUT OF FIREHOUSE, GOES O.S.	ACTION / -- DRIVES BACK IN, HAVING TURNED WHILE O.S, -- SPEEDS THRU FRAME, O.S,	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / SQUEELING	SOUND FX / TIRES, REVVING	SOUND FX / ENGINE	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 12

SCENE 23	TIMING	SCENE 24	TIMING	SCENE 24	TIMING	SCENE 25	TIMING

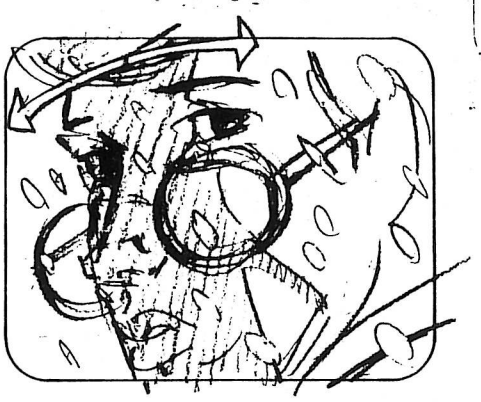


ACTION/ TRUCK IN ON JANINE & EGON STANDING IN DOORWAY - THEY ARE BACKLIT	ACTION/	ACTION/ SLOW TRUCK IN AS EGON SAYS DIAL	ACTION/ EGON'S P.O.V. - JANINE LOOKS AT CAM IN AMAZEMENT - SHE CAN'T BELIEVE IT! AT LONG LAST, EGON IS ASKING FOR SOMETHING FROM HER!
DIALOGUE/	DIALOGUE/	DI EGON This is going to be very difficult, Janine. I -- I'll need your help.	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				13

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	25			25			26			26	



ACTION/ SHE TURNS TOWARD HIM, REACHING TOWARD CAM WITH LOVE IN HER EYES --

ACTION/ --BUT SHE RETREATS SLIGHTLY AS THINKS ABOUT CHRISTMAS

ACTION/ JANINE'S P.O.V. / EGON LOOKS DIRECTLY TOWARD CAM

Egon shakes his head, astounded at all this

JANINE
All right, Egon. Just as long as you know I'm doing it for you, ..

DIALOGUE/ JANINE (CONT)
.. not this -- this --

EGON
Christmas.

JANINE (OS)
(immediate, instinctive)
Bah, Humbug!

SOUND FX/

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/ ANIMATE JANINE'S PUPILS TURNING IN TO HEARTS --

NOTES/ --HER PUPILS GO BACK TO NORMAL

NOTES/

NOTES/

TIMING/

TIMING/

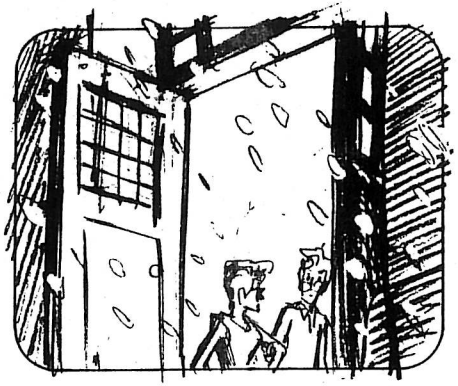
TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				14

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	27			27			28			29	



ACTION / EGON TAKES JANINE BY THE ARM They head OUT OF FRAME. HOLD on the empty garage for a BEAT. Then:

ACTION / CROSS DISSOLVE TO

ACTION / CROSS DISSOLVE TO ANIMATE BIG, ECTO-1 IS GOING ABOUT HALF AS FAST NOW - LIGHTS STILL FLASHING CROSS DISS TO

DIALOGUE /

EGON (OS)
Christmas!

DIALC

JANINE (OS)
Humbug!

EGON (OS)
Fascinating . . . .

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX / SIREN

SOUND FX /

NOTES /

NOTES /

NOTES / ANGLE ON BRIDGE - PAN DOWN TO FREEWAY - ECTO-1 DRIVES THRU SCENE AWAY FROM CAM - ECTO1 IS GOING FAST, LIGHTS FLASHING

NOTES /

TIMING /

TIMING /

TIMING /

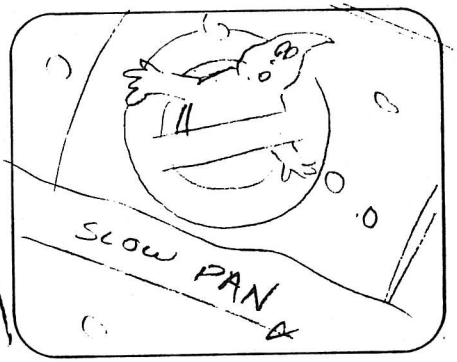
TIMING /

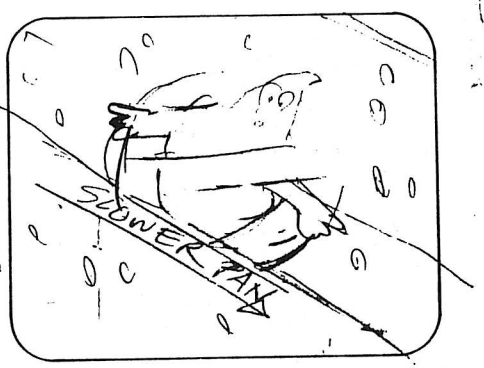
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 15

SCENE 30	TIMING	SCENE 29	TIMING	SCENE 31	TIMING	SCENE 32	TIMING





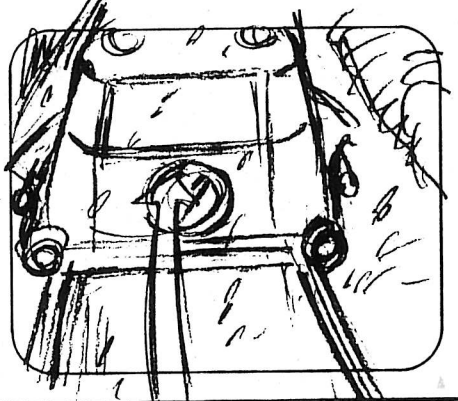
ACTION / PAN TO FOLLOW ECTO-1 AS IT DRIVES THRU SCENE - ECTO-1 IS GOING EVEN SLOWER	ACTION /	CTION / CROSS DISSOLVE TO SIDE OF ECTO-1 -- RE-USE #10, ACT 1	ACTION / CROSS DISSOLVE TO SIDE OF ECTO-1 WITH HIGHER SNOW, ECT. RE-USE SCENE #11, ACT 1
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / SAME AS #7, ACT 1	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

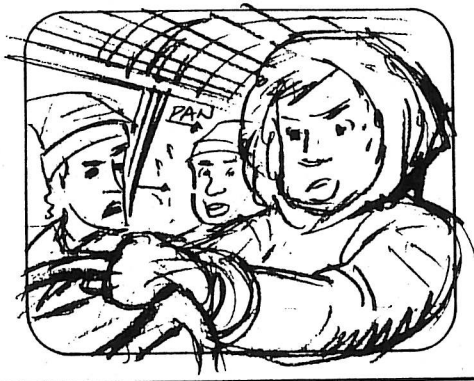
DIC AUDIO VISUAL

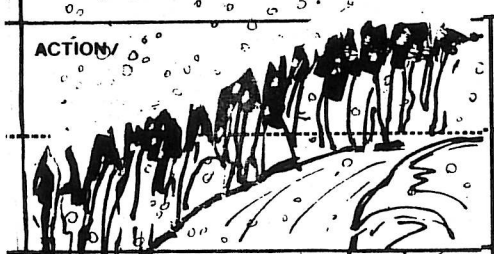
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 16

SCENE 33	TIMING	SCENE 33	TIMING	05 SCENE 33	TIMING	SCENE 34	TIMING







ACTION/

ACTION/ RE-USE #12 ACT I — PAN DOWN TO BOTTOM OF HILL — LIGHT FROM ECTO-1'S HEADLIGHTS SLIDE IN —

ACTION/ — THEN, ECTO-1 DRIVES THRU FRAME UNDER CAM

ACTION/

DIAL/

WINSTON (OS)
This must be the place. The timeslip to Scrooge's day should be right over that hill.

DIAL

PETER (OS)
I still don't think Scrooge is gonna believe this, guys.

DIALOGUE/ PETER (CONT)
I don't even believe it.

RAY
C'mon, Peter. Have a little faith, a little Christmas spirit.

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

NOTES/

TIMING/

TIMING/

TIMING/

TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 17

	SCENE 35	TIMING		SCENE 36	TIMING		SCENE 37	TIMING		SCENE 37	TIMING

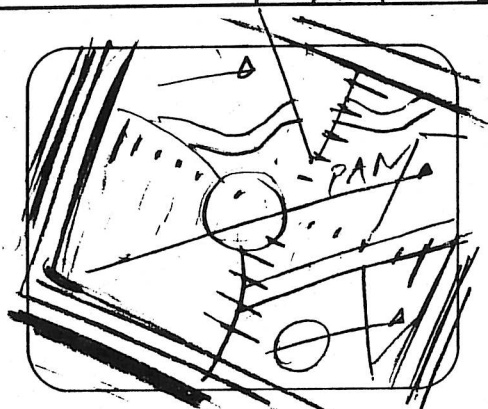
ACTION /	ACTION /	ACTION / PETE LOOKS AT WINSTON WITH MOCK HOSTILITY - WINSTON SMILES SMUGGLY BACK	ACTION / P.K.E. METER STARTS TO BEEP WILDLY - PETE + WINSTON LOOK DOWN AT IT
PETER Are you kidding? Christmas spirits got me into this in the first place!	WINSTON Yeah -- and maybe that's something you oughtta think about.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / WILD P.K.E. METER BEEPING
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

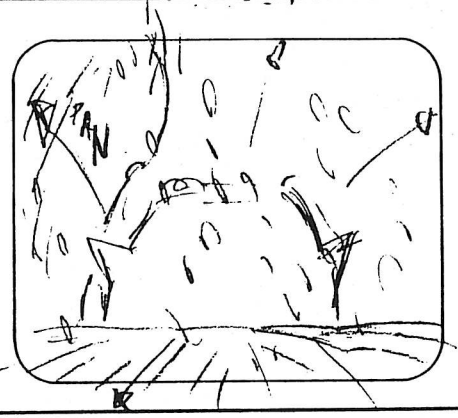
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. II | PAGE NO. 16

SCENE 37	TIMING	SCENE 38	TIMING	SCENE 39	TIMING	SCENE 39	TIMING





ACTION/ WINSTON LIFTS P.K.E. METER INTO FRAME

ACTION/ ANIMATE P.K.E. SCENE AS IN #33, #34 ACT I

ACTION/ ANIMATE. B.G. - SNOW- FALL INCREASES UNTIL YOU CAN SCARCELY SEE THE CAR

ACTION/

DIALOGUE /

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX / ~~WILD~~ P.K.E. METER BEEPING

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING

TIMIN

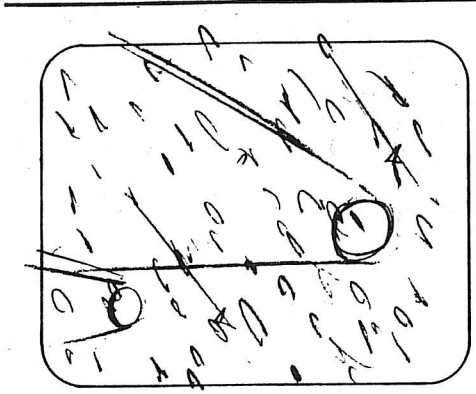
TIMING /

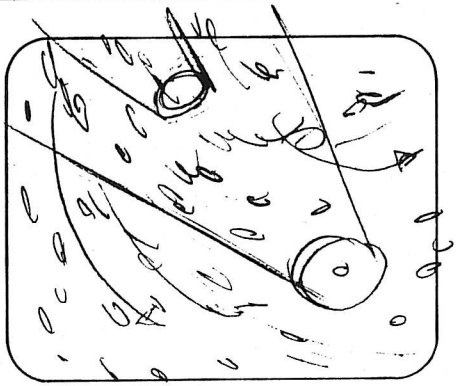
TIMING /

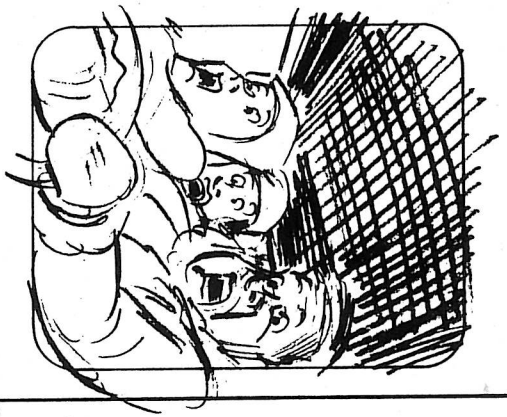
DIC AUDIO VISUAL

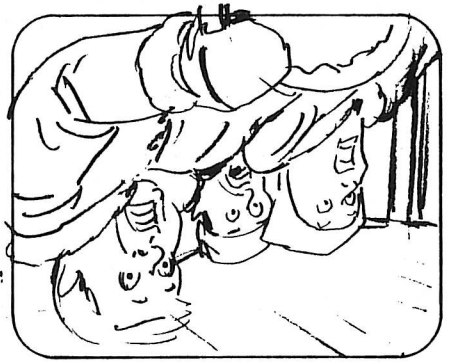
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				19

SCENE 40	TIMING	SCENE 40	TIMING	SCENE 41	TIMING	SCENE 41	TIMING







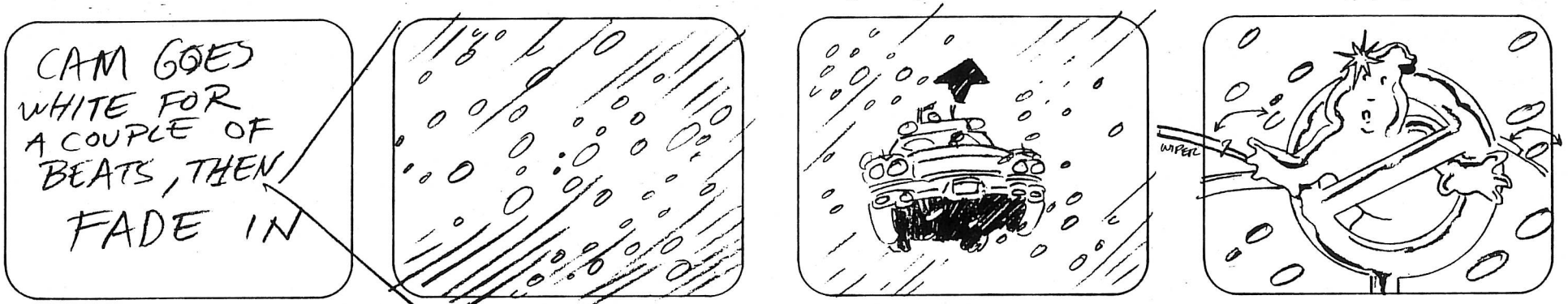


ACTION / SNOW FALL IS SO HEAVY ALL THAT CAN BE SEEN ARE HEAD LIGHTS	ACTION / SUDDENLY HEADLIGHT BEGIN TO ROTATE - AS, DO SNOW FLAKES	ACTION / CAMERA SPINS SLOWLY	ACTION / FADE TO WHITE
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMI	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				20

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
		42		42 CONT		42 CONT	

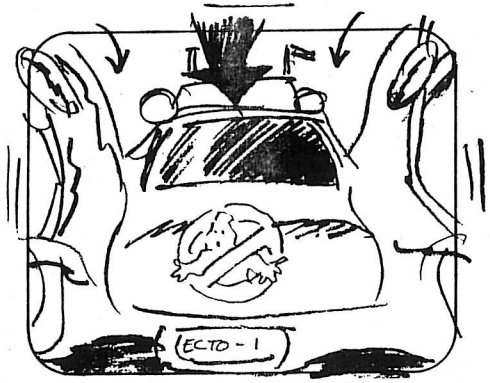


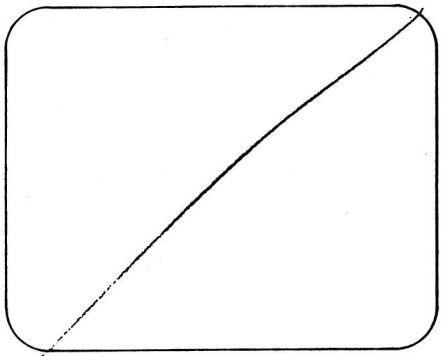
ACTION /	ACTION / FALLING SNOW	ACTION / ECTO - 1 BURSTS OUT OF SNOW ALL LIGHTS FLASHING, ETC.	ACTION / ECTO - 1 INTO CAM (HOOD ORNAMENT)
DIALOGUE /	DIALOGUE /	DIALOGUE / RAY (VO) WE'RE HERE!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / ENGINE ROAR SIRENS	SOUND FX /
NOTES /	NOTES / OL/UL SNOW	NOTES / BACK LIT HEADLIGHTS & OTHER LIGHTS.	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

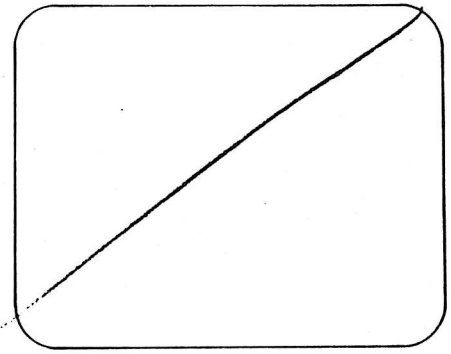
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				21

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	43			43 CONT						-	





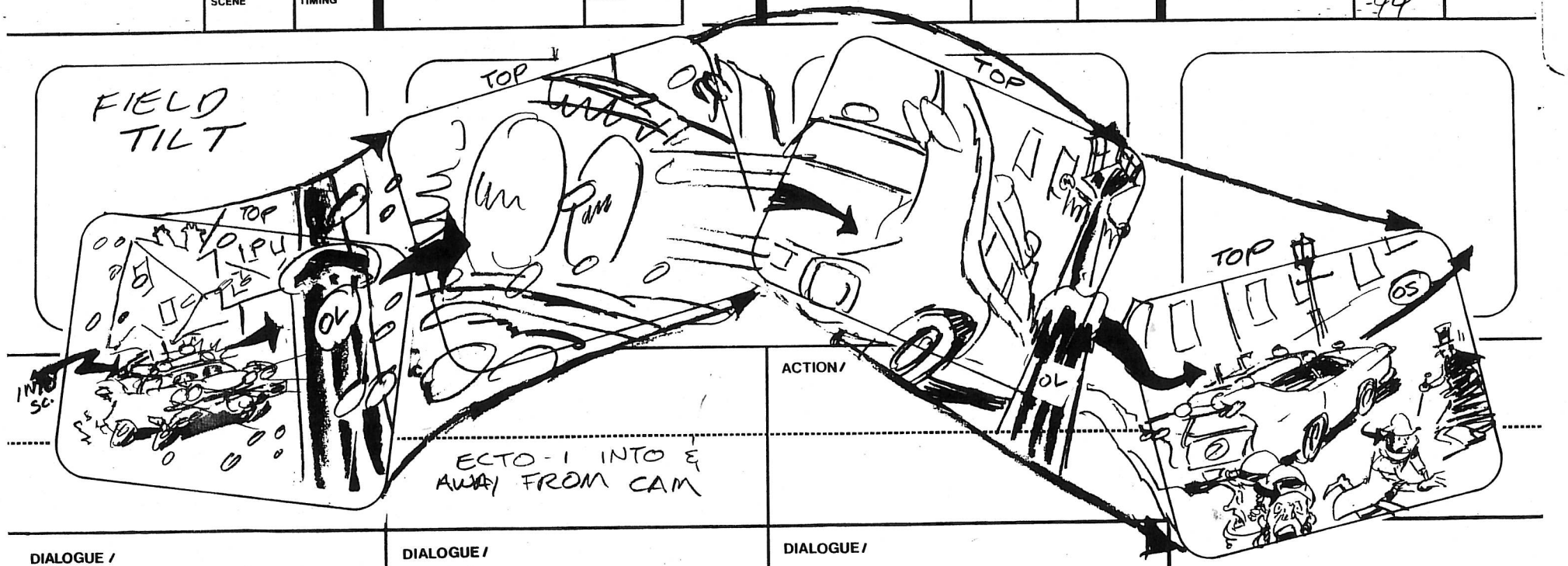


ACTION / ECTO-1 AWAY FROM CAM	ACTION / SWERVES AROUND CORNER THROWING UP ROOSTER TAIL OF SNOW	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / =WHAM!= AS ECTO-1 HIT GROUND	SOUND FX / =SCREE!=	SOUND FX /	SOUND FX /
NOTES / =CAM SHAKE= O/L/L FALLING SNOW	NOTES / O/L/L FALLING SNOW	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				22

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
						-44	



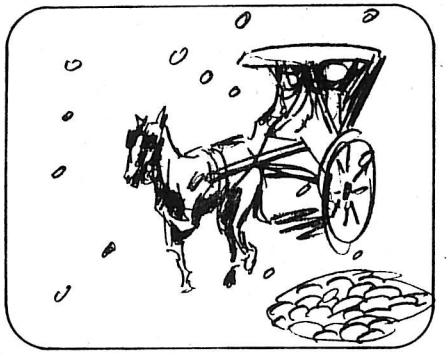
ECTO-1 INTO & AWAY FROM CAM

DIALOGUE /	DIALOGUE /	DIALOGUE /	ACTION /
			PASSERBY SCREAM & FLEE (IN TERROR)
SOUND FX / SIREN	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / OL/UL FALLING SNOW BACKLIT LIGHTS ON ECTO-1	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIM

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				23

	SCENE 45	TIMING		SCENE 45 CONT	TIMING		SCENE 46	TIMING		SCENE 47	TIMING



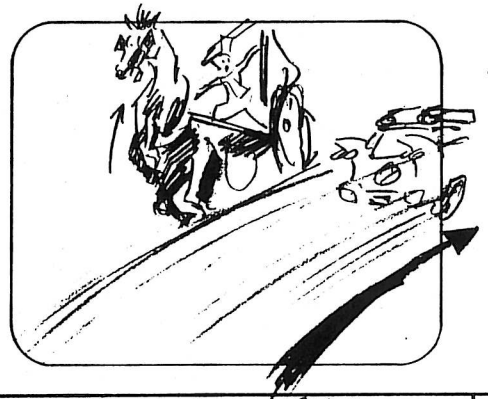
ACTION / MAN DRIVING HORSE & BUGGY

DIALOGUE /

SOUND FX /

NOTES / OL/LL FALLING SNOW

TIMING /



ACTION / ECTO-1 THRU SC. HORSE REARS, ALMOST UPSETTING BUGGY

DIALOGUE /

SOUND FX / SIREN

NOTES /

T

ACTION / BUGGY DRIVER SCARED SILLY

DIALOGUE /

SOUND FX /

NOTES /

T

ACTION / PETER & RAY IN FRONT SEAT OF ECTO-1

DIALOGUE /

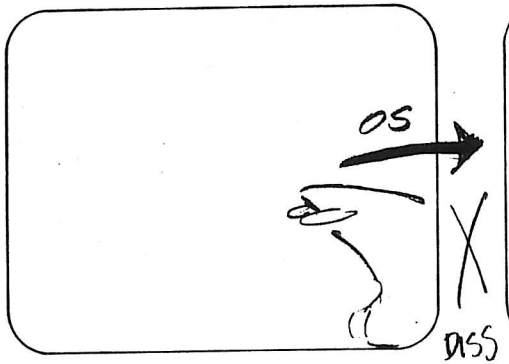
SOUND FX /

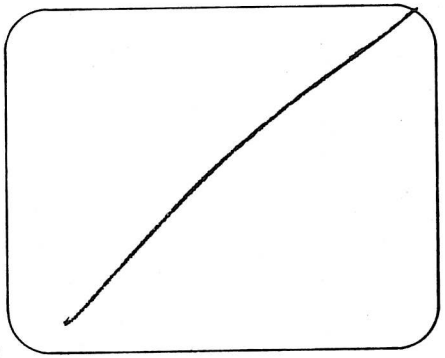
NOTES /

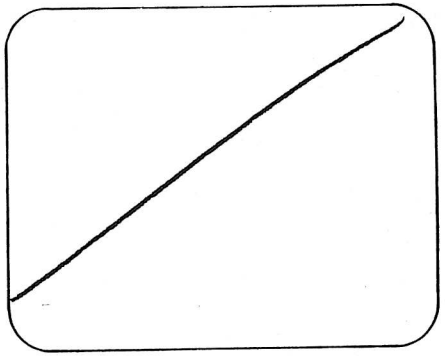
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				24

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	48			48 COM							







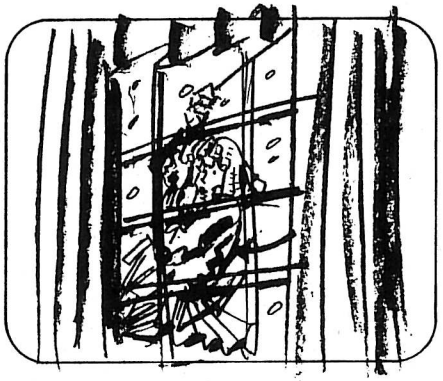
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / SIREN —	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / OL/LL FALLING	NOTES / SNOW	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

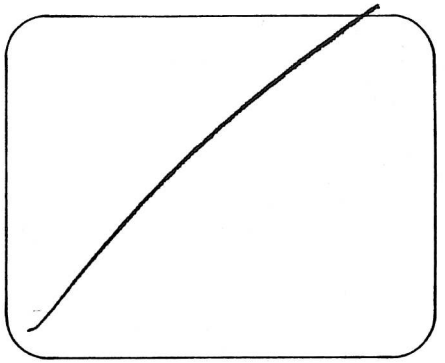
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 25A

SCENE 49	TIMING	SCENE 49 CONT	TIMING	SCENE 49 CONT	TIMING	SCENE -	TIMING





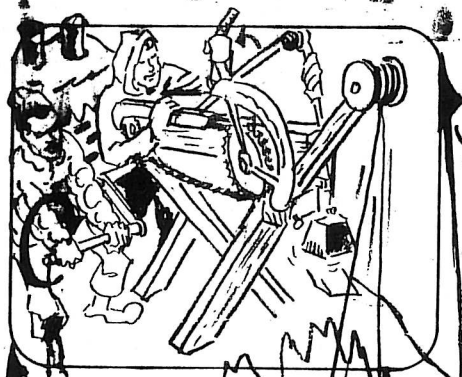
ACTION / SCROOGE'S BEDROOM - SCROOGE SLEEPING	ACTION / PETER SWINGS PAST WINDOW DRESSED AS A DIME-STORE CHRISTMAS PAST	ACTION / SWINGS BACK THE OTHER WAY	ACTION /
DIALOGUE / (156) PETER (ghostie noises) SCROOGE: (SNORE)	DIALOGUE / 〃	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES / OL WINDOW UL FALLING SNOW	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

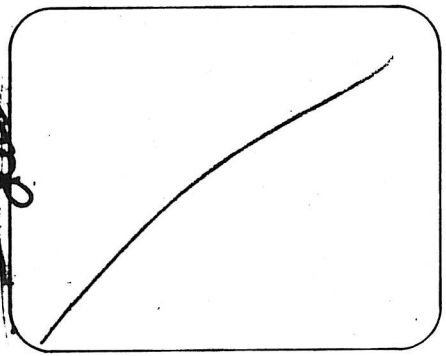
DIC AUDIO VISUAL

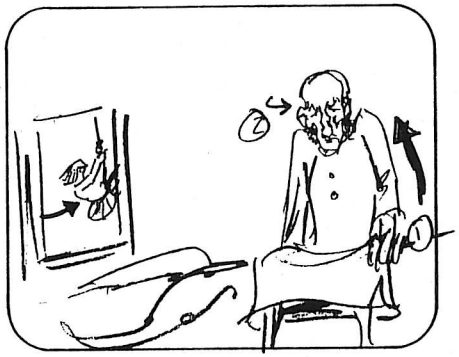
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 25B

SCENE 50	TIMING		SCENE	TIMING		SCENE 51	TIMING		SCENE 51 CONT	TIMING







ACTION/ PAN UP TO SHOW WINSTON & RAY ON ROOF ANCHORING, PETER AS HE SWINGS OL/UL FALLING SNOW

ACTION/ SCROOGE AWAKENS

ACTION/

DIALOGUE/

DIALOGUE/

DIALOGUE/

SOUND FX/

SOUND FX/

NOTES/

NOTES/

TIMING/

TIMING/

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 26

SCENE 51 CONT	TIMING	SCENE 52	TIMING	SCENE 53	TIMING	SCENE 54	TIMING

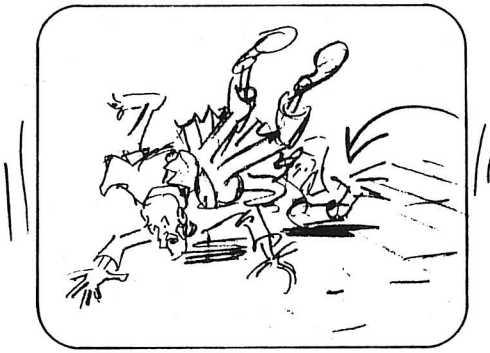
ACTION/ SCROOGE STANDS, WALKS TO WINDOW	ACTION/ OPENS WINDOW	ACTION/ LOOKS OUT (EXT. VIEW)	ACTION/ PETER LOSES CONTROL
DIALOGUE/	DIALOGUE/	DIALOGUE/ (157) SCROOGE Hello? Who's there?	DIALOGUE/
SOUND FX/	SOUND FX/ WINDOW OPENING	SOUND FX/	SOUND FX/
NOTES/	NOTES/ 4L SNOW FALLING	NOTES/ OL SNOW FALLING	NOTES/ OL/4L FALLING SNOW
TIMI (LINES 149–155 HAVE BEEN ...)	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 27

SCENE 55	TIMING	SCENE 55 CONT	TIMING	SCENE 56	TIMING	SCENE 56 CONT	TIMING



ACTION / (SCROOGE'S POV) PETER FLAILS WILDLY AS HE SWINGS	ACTION / INTO CAM	ACTION / PETER ZOOMS IN THRU OPEN WINDOW - KNOCKS SCROOGE OFF HIS FEET	ACTION / THEY LAND - CAM SHAKE
DIALOGUE /	DIALOGUE / (158) PETER Yaaaaaaaaggghhhhh!	DIALOGUE /	DIALOGUE / (159) SCROOGE What are you -- unhand me!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / OL/UL FALLING SNOW	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 28

SCENE 57	TIMING	SCENE 58	TIMING	SCENE 58 CONT	TIMING	SCENE 59	TIMING

ACTION / THEY RISE

DIALOGUE / CONT. SCROOGE

you think you are -- ? -- who do

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE / (160) PETER

Hey, Jack, I'm Peter --
(catching himself)
I mean -- I am the ghost of Christmas Past.

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE / (161) SCROOGE

That -- can't be. You were defeated.
I saw it myself.

SOUND FX /

NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				29

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
60		61				63	

ACTION / SCROOGE LEANS IN

DIALOGUE /

(162) SCROOGE
You've -- changed.

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

(163) PETER
And you're still the same. Depressing, isn't it?

SOUND FX /

NOTES /

TIMING /

ACTION / SCROOGE FOLDS ARMS, STANDS ERECT

DIALOGUE /

(164) SCROOGE
If you're really the Ghost of Christmas Past, where's your aura? Your glow?

SOUND FX /

NOTES /

TIMING /

ACTION / PETER SNAPS FINGERS

DIALOGUE /

(165) PETER
(to himself)
Oh. yeah, right.

SOUND FX / =SNAP!=

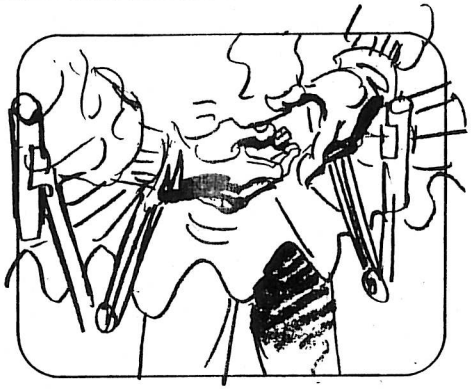
NOTES /

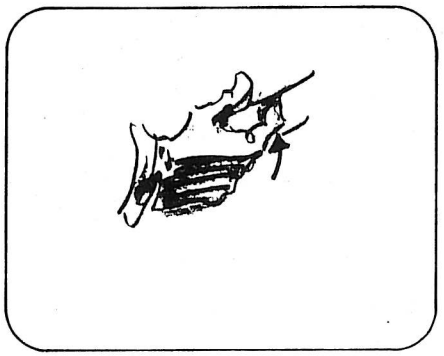
TIMING /

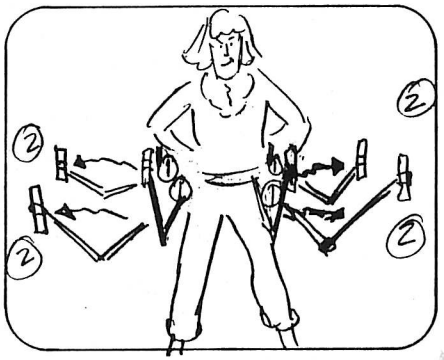
DIC AUDIO VISUAL

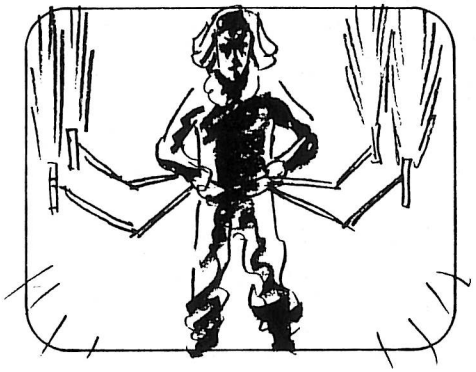
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				30

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
64		64 CONT		65		65 CONT	









ACTION / PETER FUMBLES FOR SWITCH

ACTION / FINDS IT

ACTION / MECHANICAL ARMS HOLDING FLARES EXTEND JERKILY FROM POSITION (1) TO POSITION (2)

ACTION / FLARES IGNITE — BRILLIANT BACKLIT FX

DIALOGUE /

Let's see -- where's the switch for the magnesium flares -- oh, yeah. You want auras, you got auras.

ALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX /

SOUND FX / CLICK!

SOUND FX / CREAK CREAK CREAK

SOUND FX / FOOSH!

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

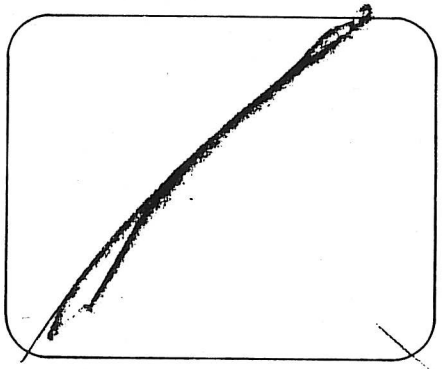
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 31

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	66			67							



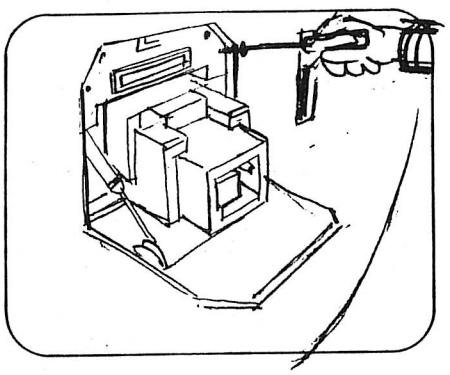
ACTION /	ACTION /	ACTION /	ACTION /
SCROOGE SHIELDS HIS EYES AGAINST BRILLIANT LIGHT			
DIALOGUE / (166) SCROOGE Very well, spirit! I believe you! What is it you wish of me?	DIALOGUE / (167) PETER Scrooge baby, we're going to do our version of "This Is Your Life."	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / SCROOGE LIT BY BRILLIANT WHITE LIGHT	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

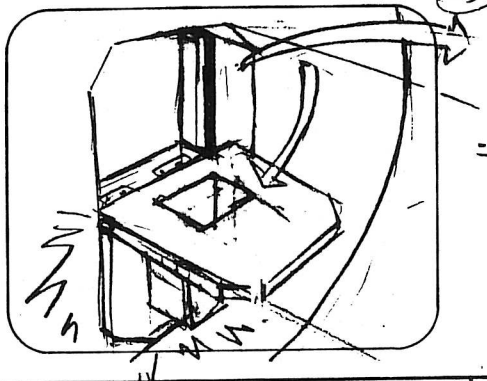
DIC AUDIO VISUAL

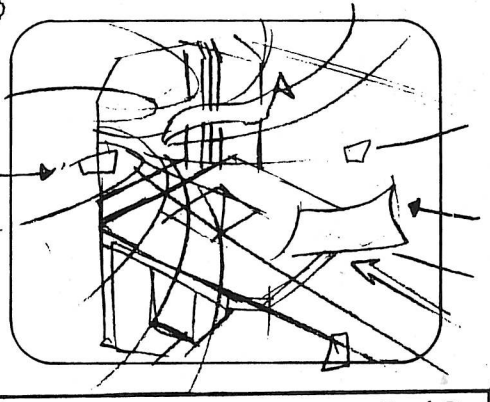
MAINTITLE

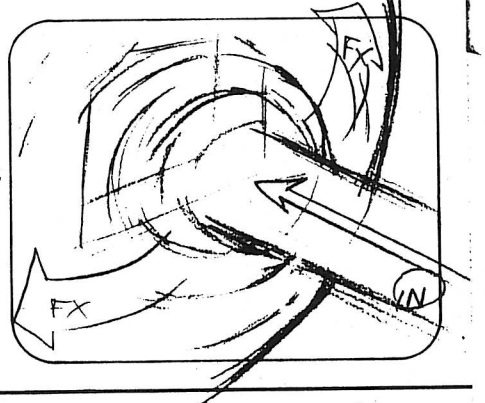
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 32

SCENE 68	TIMING	SCENE 68	TIMING	SCENE 68	TIMING	SCENE 68	TIMING









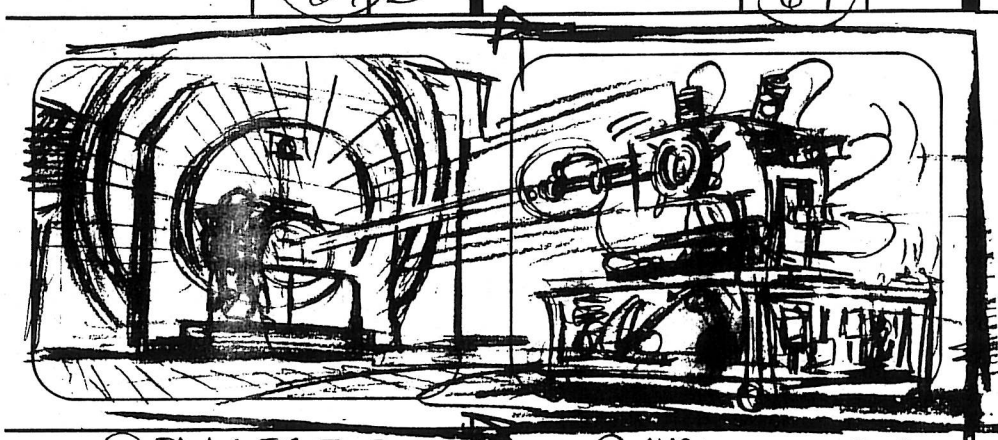
ACTION/ CLOSE ON CONTAINMENT UNIT-- EGON UNSCREWS LAST SCREW (HIS HAND IS GLOVED)	ACTION/ -HIS HAND GOES OS AS TRAP SLOT UNIT FLOPS DOWN ON ITS HINGES WITH A CLANG - RED LIGHT SHOOTS OUT OF HOLE	ACTION/ A WIND BUILDS AS VACUUM BUILDS, SUCKING DEBRIS INTO HOLE	ACTION/ SUDDENLY, A GLOWING, TRANSPARENT FORCE BEAM SHOOTS IN, PUTTING A FORCEFIELD OVER HOLE
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/ ECHOEY CLANG	SOUND FX/ VACUUM WIND	SOUND FX/ HIGH PITCHED WHINE
NOTES/	NOTES/	NOTES/	NOTES/
TIMI EGON (VO) ALRIGHT, JANINE -	TIMI EGON (CONT) (VO) - MENT UNIT.	TIMING/	TIMING/

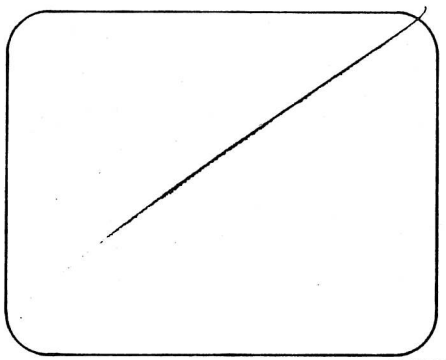
DIC AUDIO VISUAL

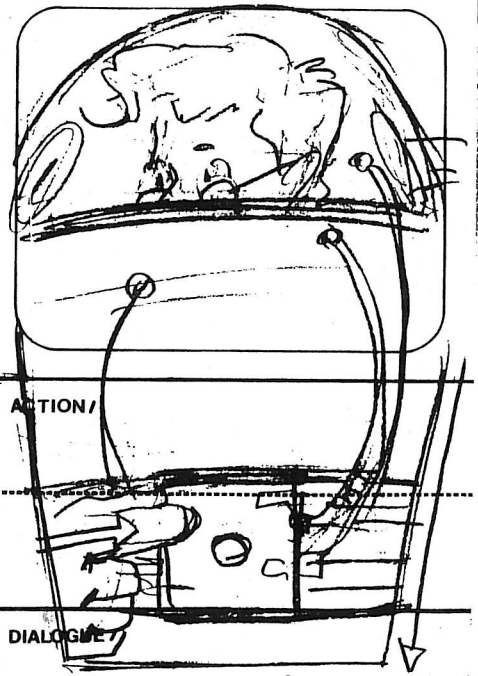
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 33A

SCENE 69	TIMING	SCENE 69	TIMING	SCENE	TIMING	SCENE	TIMING







ACTION (2) PAN OVER TO EGON AT CONTAINMENT UNIT, HOLDING ONTO RAILING, DRESSED IN WIERD SUIT LIKE A SPACESUIT

ACTION (1) ANGLE ON FORCE FIELD GENERATOR — IT RATTLES - ANIMATE FAN BELT GOING AROUND AND PISTONS GOING UP AND DOWN

ACTION PAN DOWN TO MOLECULAR DESTABALIZER WHICH IS MOUNTED ON EGON'S MIDRIFF

ACTION

DIALOGUE /

DIALOGUE /

D (1C) EGON (cont'd)
This will destabalize my molecular density enough for me to be put into the containment unit for one hour.

DIALOGUE /

SOUND FX / HIGH PITCHED WHINE

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

EGON (CONT) (VO)
THE ION GENERATOR WILL SECURE THE CONTAIMENT UNIT

TIMING /

IMING /

TIMING /

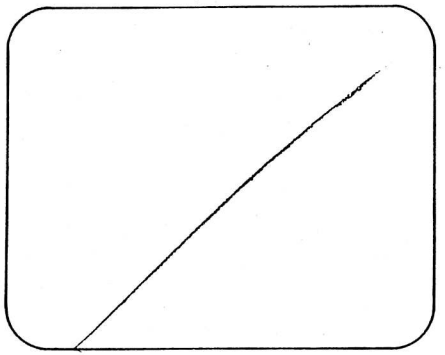
EGON (CONT)
-THIS MOLECULAR DESTABALIZER WILL

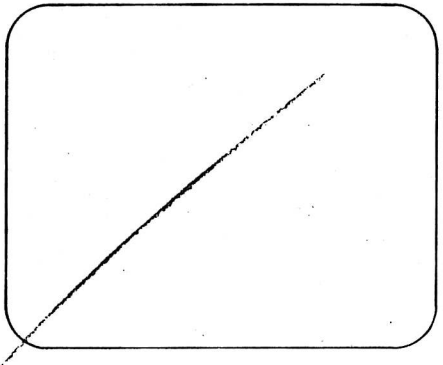
TIMING /

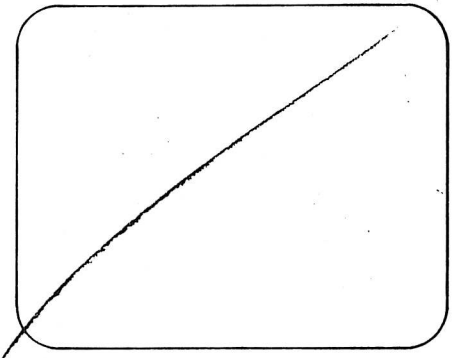
DIC AUDIO VISUAL

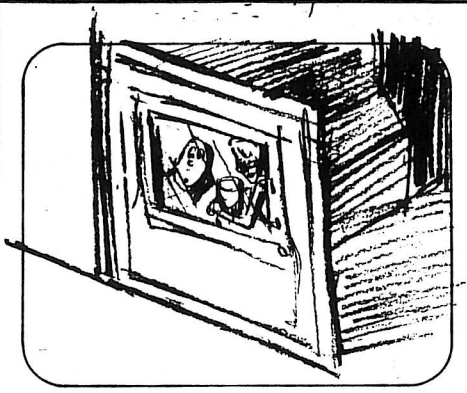
MAINTITLE	SHOW NO.		DESCRIPTION	ACT NO.	PAGE NO.
					33B

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE 71	TIMING









ACTION /	ACTION /	ACTION /	ACTION / JANINE AND SLIMER ARE AT CONTAINMENT MONITOR BEHIND A PROTECTIVE IRON WALL
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / JANINE And if you're not back in one hour?
SOUND FX /	SOUND FX /	SOUND FX / HIGH PITCHED WHINE	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 24

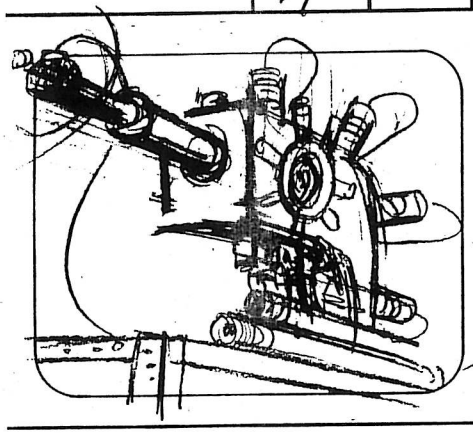
SCENE 72	TIMING	SCENE 73	TIMING 0+12	SCENE 74	TIMING 0+12	SCENE 75	TIMING 1+0

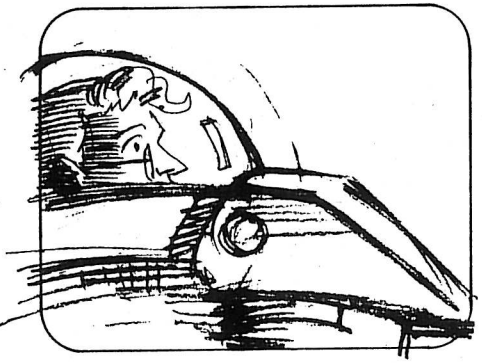
ACTION/ EGON IS HOOKED TO THE RAILING BY A ROPE -- HE HAS ANOTHER ROPE TIED --	ACTION/	ACTION/	ACTION/
DIALOGUE/ (///) EGON Then I'll be trapped inside --	DIALOGUE/ EGON (CONT)(VO) --permanently.	DIALOGUE/	DIALOGUE/
SOUND FX/ HIGH PITCHED WHINE	SOUND FX/	SOUND FX/	SOUND FX/
ACTION (CONT) --AROUND HIS WAIST WHICH CONNECTS HIM TO A WINCH. (NOT PICTURED TIL #89)	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

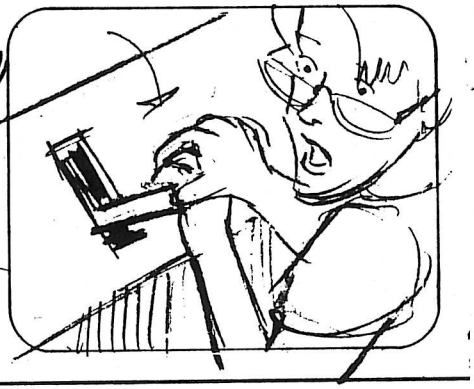
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				25

	SCENE 16	TIMING		SCENE 17	TIMING		SCENE 18	TIMING		SCENE 18	TIMING







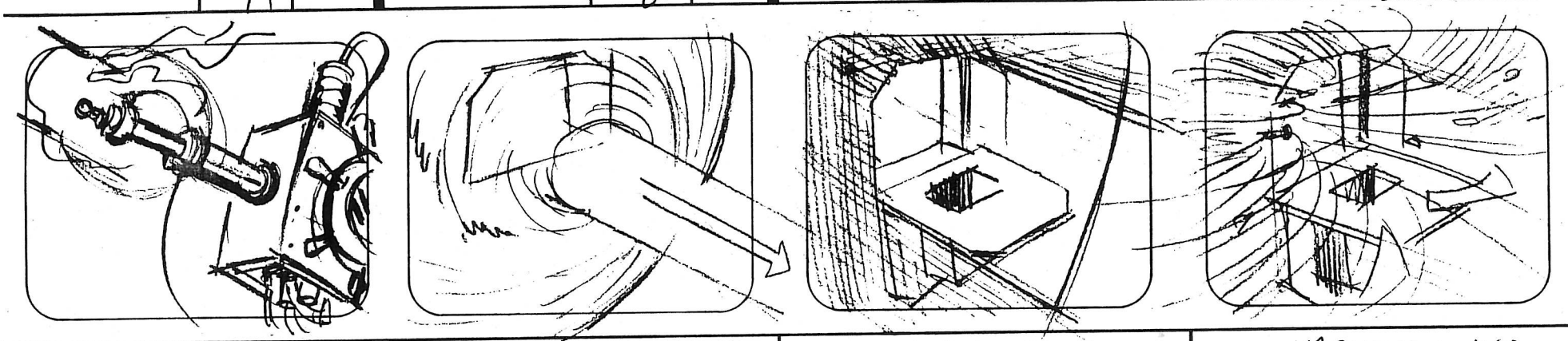
ACTION /	ACTION /	ACTION / JANINE PULLS DOWN ON LEVER	ACTION /
(V/O EGON (VO) Just hope this thing stays together. I had to whip it up in a hurry.	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / HIGH PITCHED WHINE	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMI EGON JUST HOPE THE ION GENERATOR	TIMI	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 36

SCENE 79	TIMING	SCENE 80	TIMING	SCENE 80	TIMING	SCENE 80	TIMING

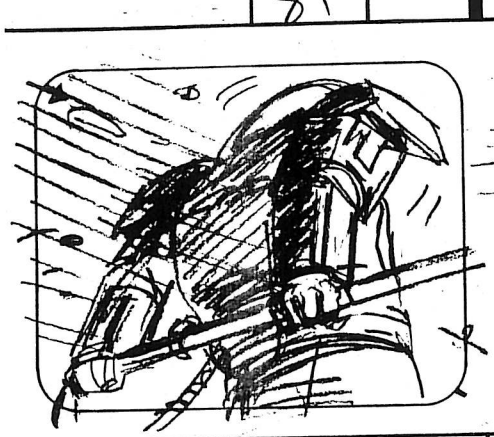


ACTION: FORCE FIELD GENERATOR GOES OFF	ACTION: FORCE BEAM IS SUCKED O.S. (PLAY SCENE # 68 IN REVERSE)	ACTION: LIGHT SHOOTS OUT	ACTION: VACUUM WIND STARTS; SUCKS IN DEBRIS
DIALOGUE:	DIALOGUE:	DIALOGUE:	DIALOGUE:
SOUND FX: HIGH PITCHED WHINE STOPS	SOUND FX:	SOUND FX:	SOUND FX: VACUUM WIND STARTS
NOTES:	NOTES:	NOTES:	NOTES:
TIMING:	TIMING:	TIMING:	TIMING:

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				37

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
81		81		81		82	



ACTION/ EGON IS BEING PULLED BY WIND	ACTION/ HE LETS GO OF PIPE, FLIES FOWARD - THE ROPE HOOKED TO PIPE STOPS HIM SHORT --	ACTION/ -- PAN OVER TO HIM BEING PULLED BY VACUUM WIND	ACTION/ LIGHT FROM HOLE IS REFLECTED IN HIS GLASS HELMET
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX / CLANG	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 28

SCENE 83	TIMING	SCENE 84	TIMING	SCENE 84	TIMING	SCENE 84	TIMING

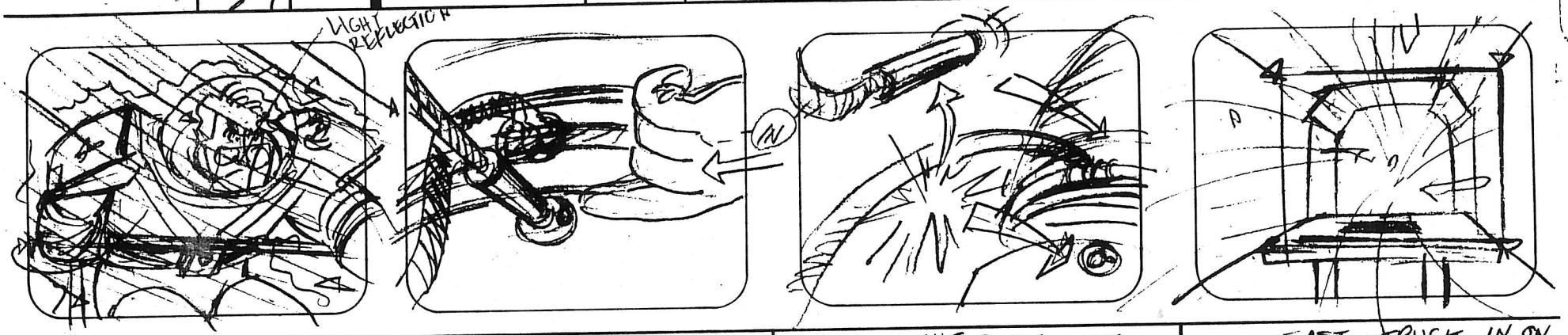
ACTION /	ACTION / EGON PUSHES BUTTON OF MOLECULAR DESTABALIZER	ACTION / HE GLOWS TOO BRIGHTLY TO SEE	ACTION / WHEN GLOW FADES SOMEWHAT, HE IS TRANSPARENT
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / KERBLAM	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 19

	SCENE 84	TIMING		SCENE 85	TIMING		SCENE 85	TIMING		SCENE 86	TIMING

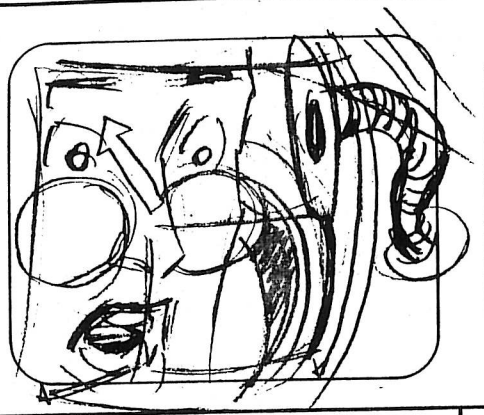


ACTION/ HE REACHES BEHIND HIS BACK --	ACTION/ -REACHES IN, PUSHES THE BUTTON AT THE BASE OF THE ROPE THAT HOOKS HIM--	ACTION/ -- THE ROPE LETS GO OF HIM AT THE BASE- HE IS PULLED O.S. BY VACUUM WIND	ACTION/ FAST TRUCK IN ON OPENING TO CONTAINMENT UNIT
DIALOGUE/ Wish me luck! — EGON	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ VACUUM WIND	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

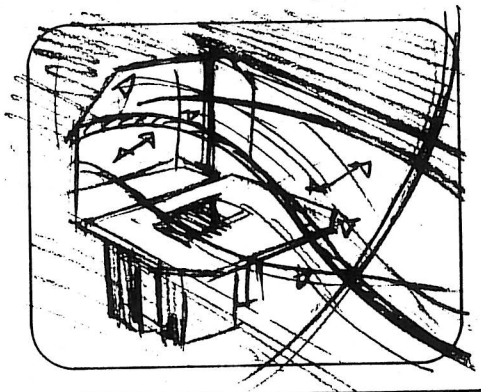
DIC AUDIO VISUAL

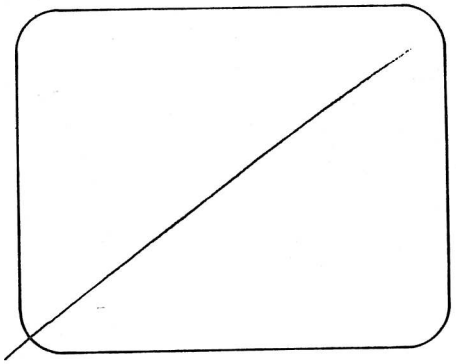
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				47

SCENE 47	TIMING		SCENE	TIMING		SCENE 48	TIMING		SCENE	TIMING



FRAME GOES WHITE



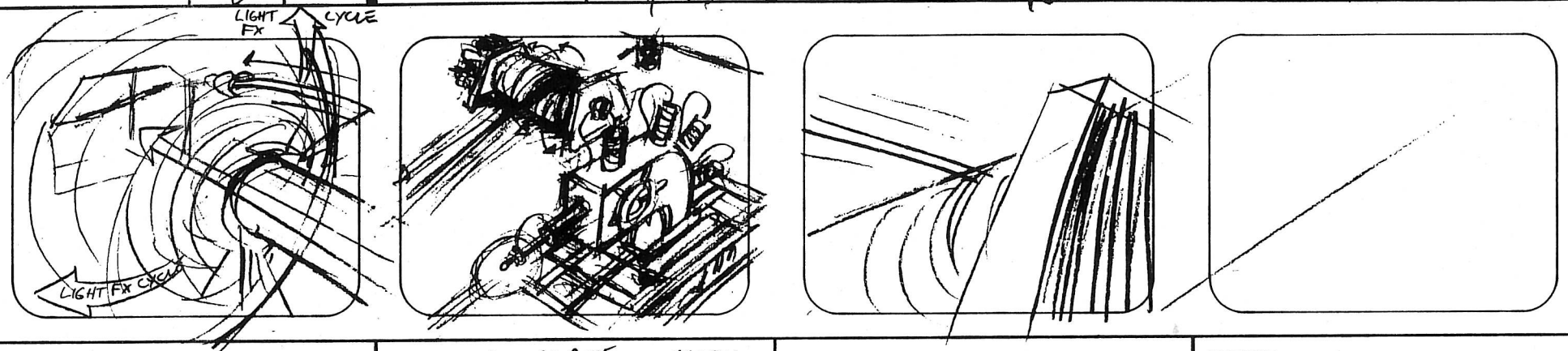


ACTION / REFLECTION OF LIGHT FROM HOLE GROWS VERY FAST TILL IT COVERS HIS HELMET	ACTION /	ACTION / ROPE CONNECTED TO EGON WHIPS ABOUT, BEING SUCKED INTO CONTAINMENT UNIT--	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX / WINCH SPINNING	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				41

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	86			84			10			-	



ACTION/ FORCE FIELD IS BACK ON - ROPE IS PULLED THRU FORCE FIELD	ACTION/ ANIMATE WINCH TURNING AND ROPE BEING PULLED OFF IT AT	ACTION/ A HIGH SPEED	ACTION/
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND STOPS AS HIGH PITCHED WHINE STARTS	SOUND FX /	SOUND FX /	SOUND FX /
NOTES/ WINCH SFX	NOTES/	NOTES/	NOTES/
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				12

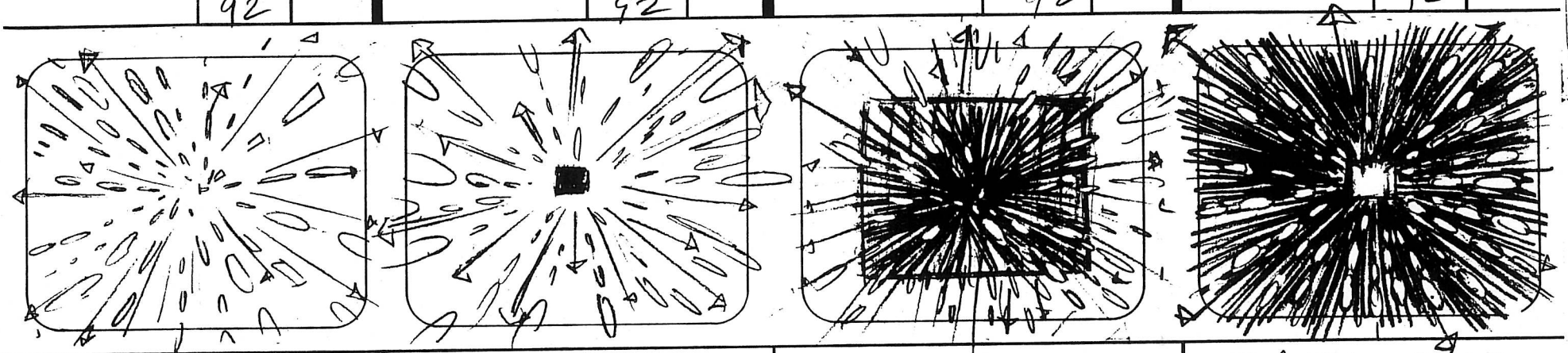
SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
91		91		91		91	

ACTION / ANIMATE B.G. VERY FAST – ANIMATE EGON UP TO CAM –	ACTION / – ANIMATE REFLECTION OF B.G. IN HIS HELMET –	ACTION / CONTINUE ANIMATING HIM UP TO CAM TILL HIS EYEBALL FISTS	ACTION / CAM
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				43

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
92		92		92		92	

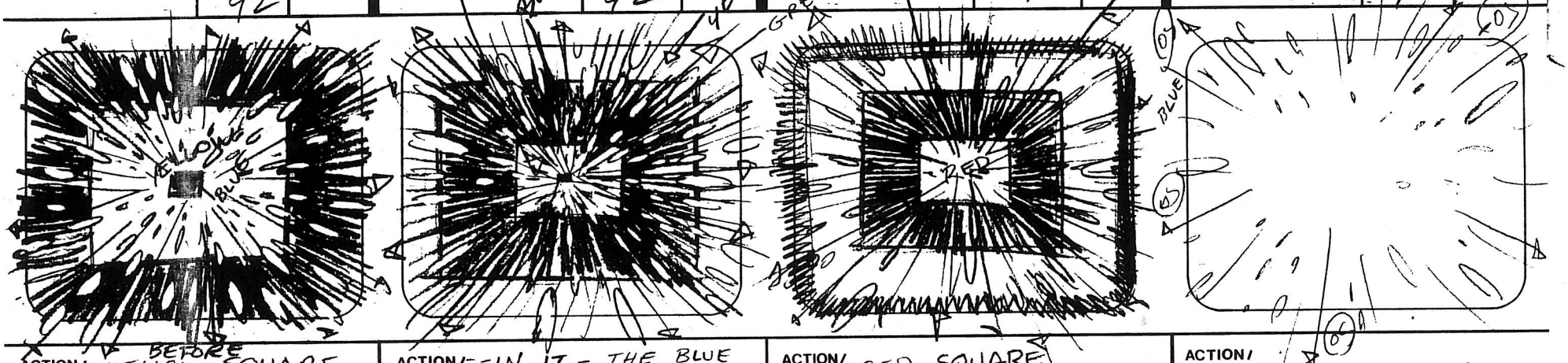


ACTION /	ACTION /	ACTION /	ACTION /
EGON'S P.O.V. ANIMATE B.G. WHIZZING AT, AND PAST CAMERA	A BLACK SQUARE APPEARS ANIMATING UP TO CAM --	-- TILL IT FILLS FRAME	A YELLOW SQUARE APPEARS, - - -
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4H

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
92		92		92		92	

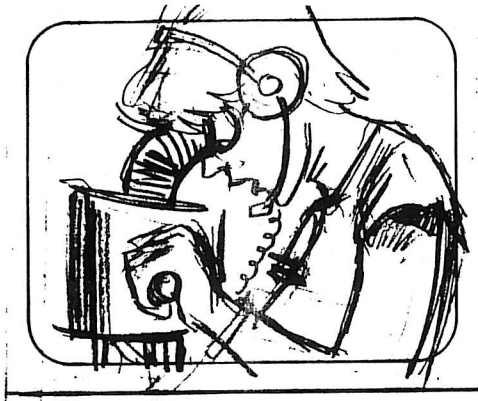


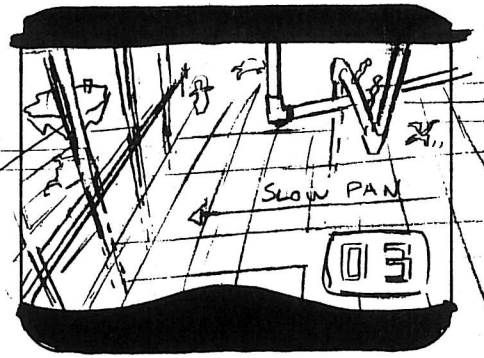
ACTION/ BEFORE YELLOW SQUARE FILLS FRAME, A DARK BLUE SQUARE APPEARS--	ACTION/--IN IT - THE BLUE SQUARE GLOWS, ORANGE SQUARE APPEARS WITH DARK GREEN SQUARE ALREADY INSIDE	ACTION/ RED SQUARE APPEARS, GROWS TILL IT FILLS FRAME	ACTION/
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

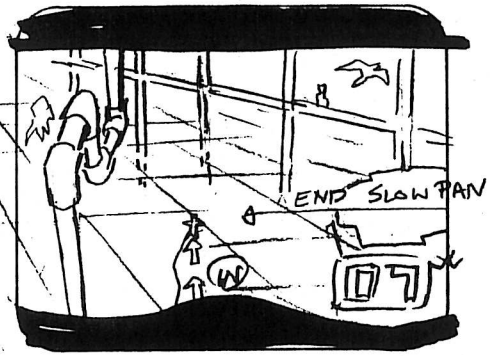
DIC AUDIO VISUAL

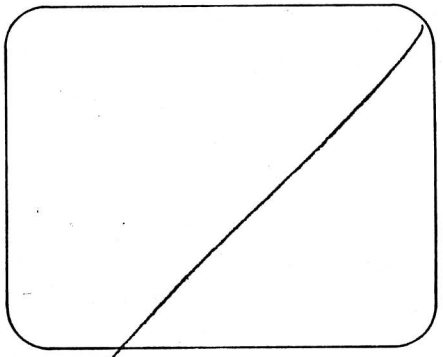
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				45A

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	93			94A			94A				







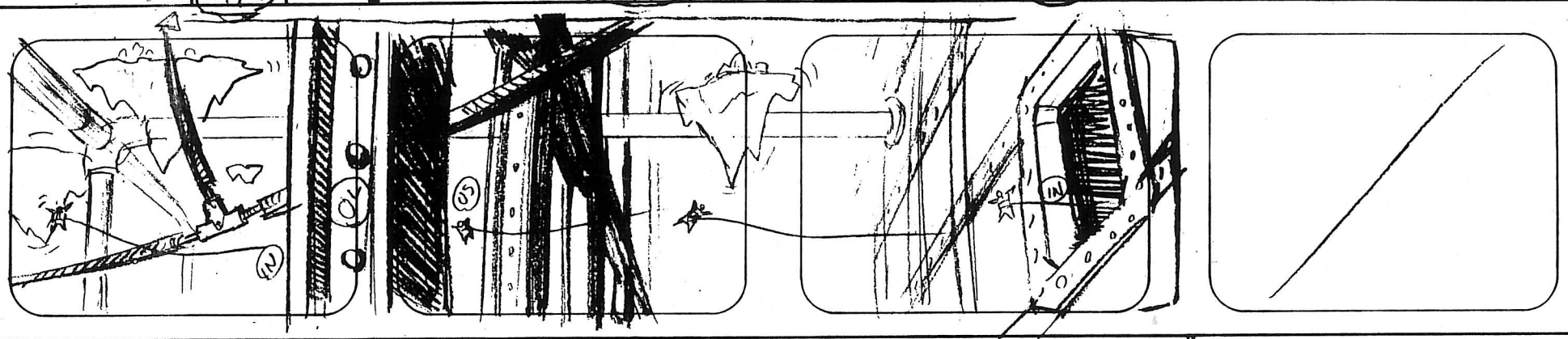


ACTION /	ACTION / JANINE'S P.O.V. - CONTAINMENT MONITOR GRAPHIC EFFECT - GHOSTS LOOK-	ACTION / --LIKE CHARACTERS FROM VIDEO GAME - DIGITAL READ-OUT COUNTS OFF SECONDS IN LOWER RIGHT CORNER. GRAPHIC CHARACTER FOR EGON FLOATS IN, FOLLOWED BY FLASHING ARROWS. EVERY THING IS BACK LIT RED,	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / BEEPING AS EGON GRAPHIC FLOATS IN.	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TI	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				45B

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
94B		94B		94B			

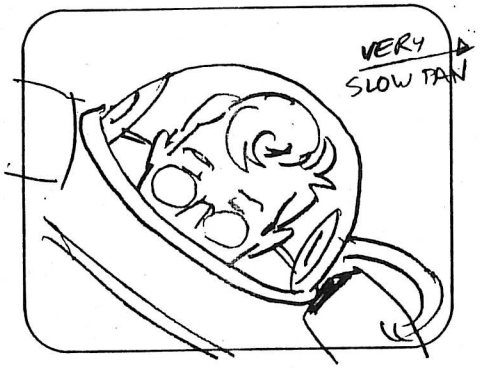


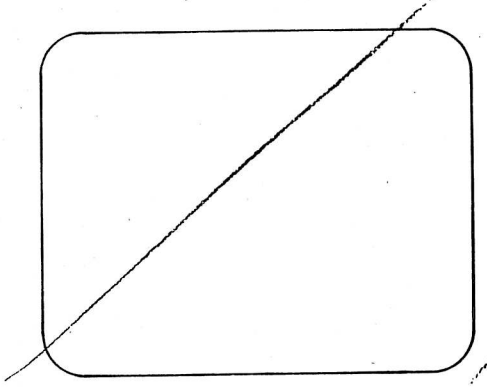
ACTION /	ACTION /	ACTION /	ACTION /
INT. CONTAINMENT UNIT EGON FLIES IN FAST, PAN TO FOLLOW - HE SLOWS DOWN STEADILY, TILL AT END OF ---	--- PAN HE IS MOVING VERY SLOWLY, VISIBICITY IN CONTAINMENT-	-- UNIT IS LOW- EVERYTHING FADES OFF INTO A RED MIST. IF POSSIBLE HAVE EVERY SHOT IN CONTAINMENT UNIT DIMLY BACKLIT	
DIALOGUE /	**DIALOGUE /**	**DIALOGUE /**	**DIALOGUE /**
SOUND FX /	**SOUND FX /**	**SOUND FX /**	**SOUND FX /**
NOTES /	**NOTES /**	**NOTES /**	**NOTES /**
TIMING /	**TIMING /**	**TIMING /**	**TIMING /**

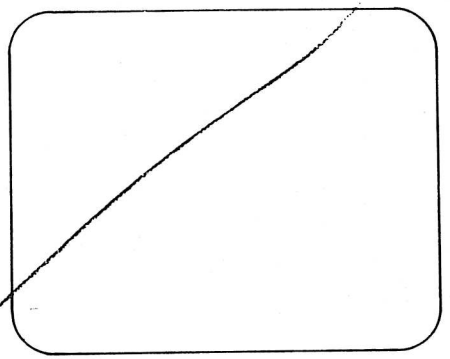
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				46

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	95			95							







ACTION /	ACTION / EGON WAKES UP	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIM	TIMING	TIMING /	TIMING /

JANINE (OS)

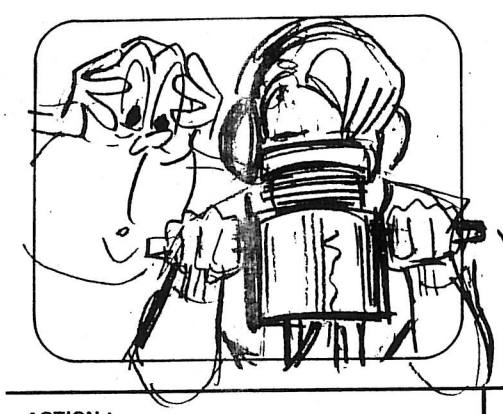
EGON

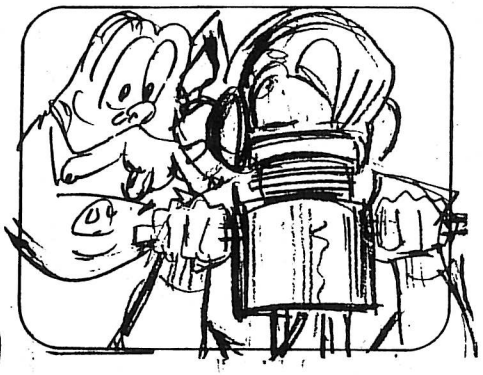
DIC AUDIO VISUAL

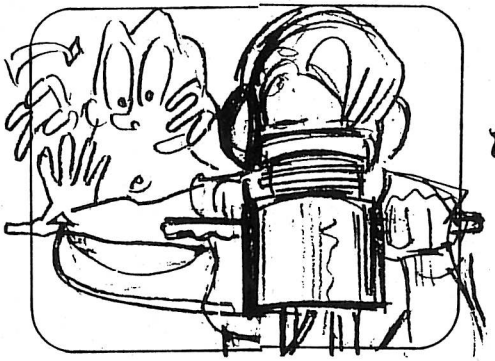
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 47

SCENE 96	TIMING	SCENE 96	TIMING	SCENE 96	TIMING	SCENE 96	TIMING





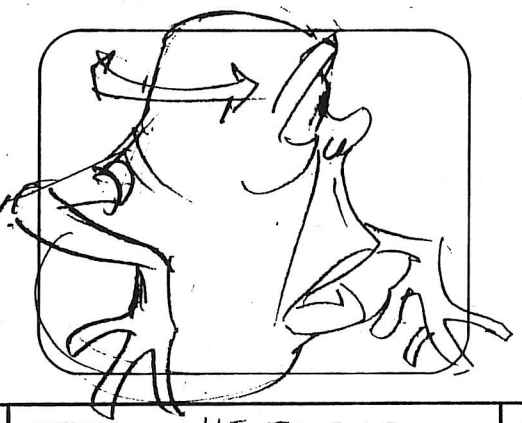


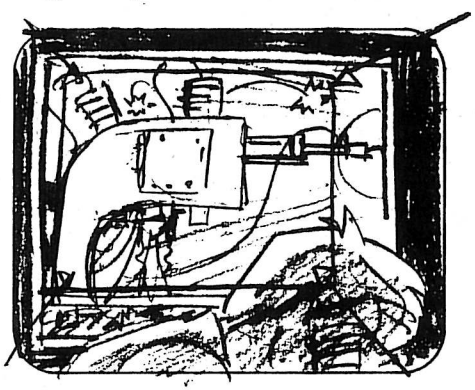
ACTION /	ACTION / SLIMER POKES JANINE IN SHOULDER - HE WANTS TO SEE TOO!	ACTION / JANINE ABSENTLY PUSHES HIM AWAY	ACTION /
DIALOGUE / JANINE OH, EGON! ARE YOU ALRIGHT!?	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING / JANINE OH, EGON! ARE YOU ALLRIGHT?	TIM SLIMER (LET ME SEE!!	TI JANINE (ABSENTLY) NOT NOW, SLIMER!	TIMING /

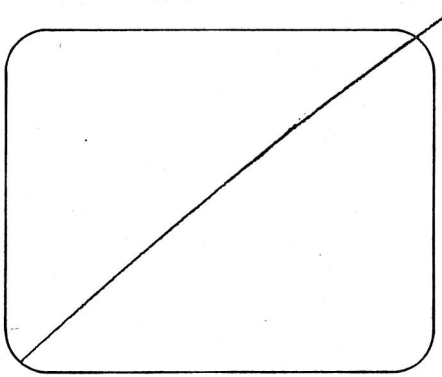
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				49

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	97			97			98				







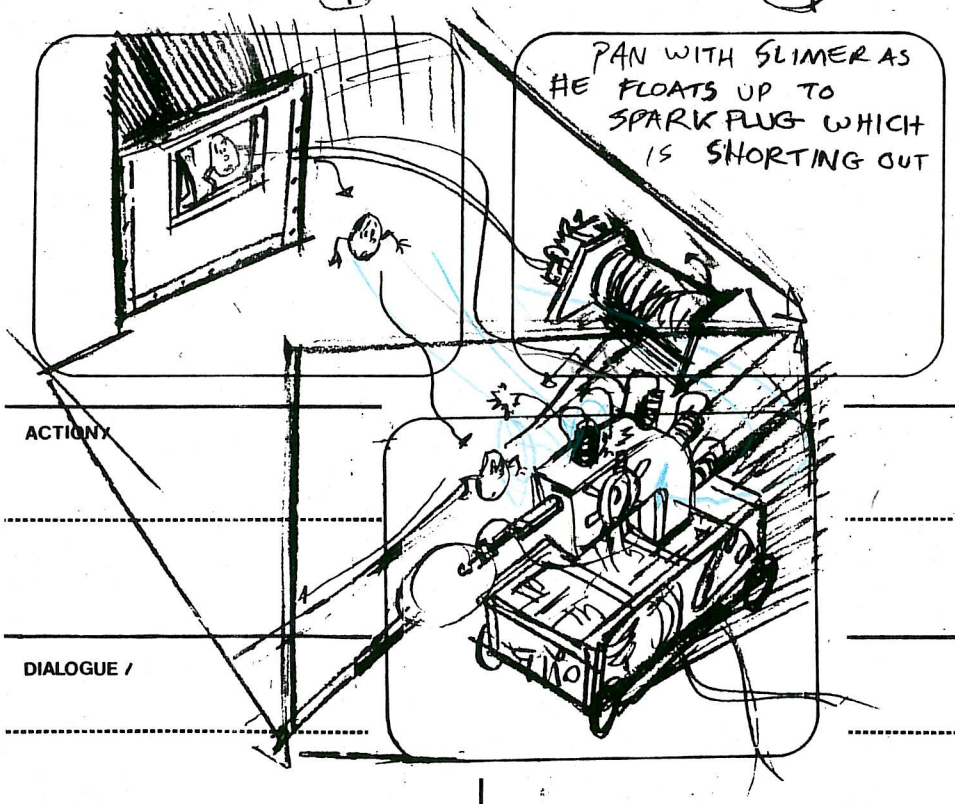
ACTION /	ACTION / HE TURNS TOWARD NOISE,	ACTION / SLIMER'S P.O.V. -- SPARKS ARE FLYING OFF A GIANT SPARKPLUG ON FORCEFIELD GENERATOR- TRUCK IN.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / ZAP	SOUND FX /	SOUND FX / ZAP ZAP	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING	TIMING	TIMING /	TIMING /

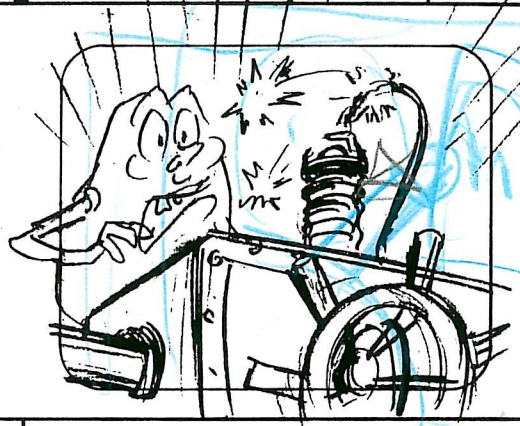
AUDIO VISUAL

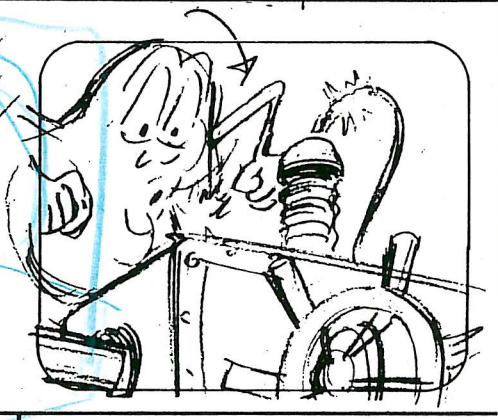
MAIN TITLE:

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 49

SCENE 99	TIMING	SCENE 99	TIMING	SCENE 100	TIMING	SCENE 101	TIMING







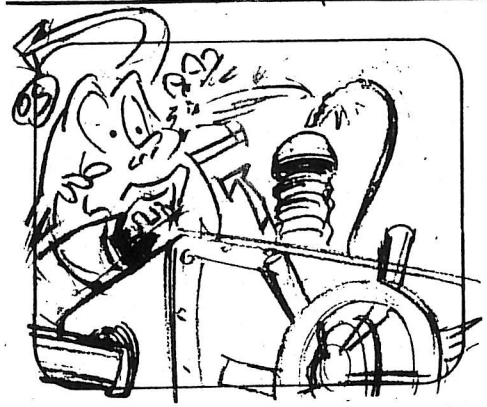
ACTION/		ACTION/ WIRE FROM SPARK PLUG IS GLOWING RED, THROWING OFF SPARKS --	ACTION/ SLIMER BLOWS OUT SPARK AS IT LANDS
DIALOGUE /		DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / ZAP	SOUND FX /	SOUND FX /
NOTES/ ANIMATE WINCH SLOWLY TURNING AND ROPE BEING PULLED FROM IT	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	T

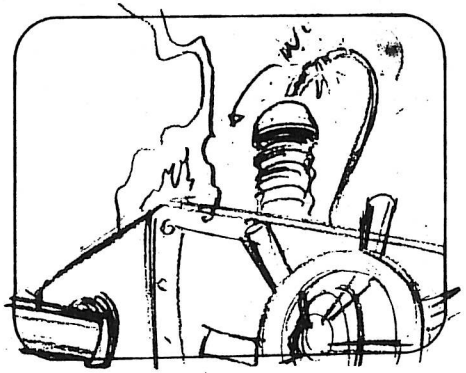
DIC AUDIO VISUAL

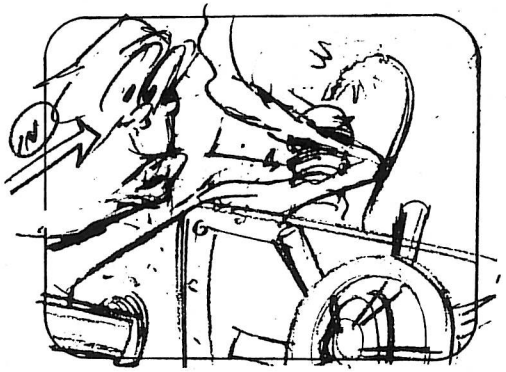
MAINTITLE

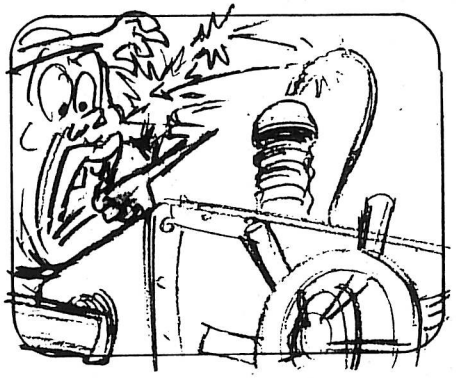
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 60

SCENE 100	TIMING	SCENE 100	TIMING	SCENE 100	TIMING	SCENE 100	TIMING









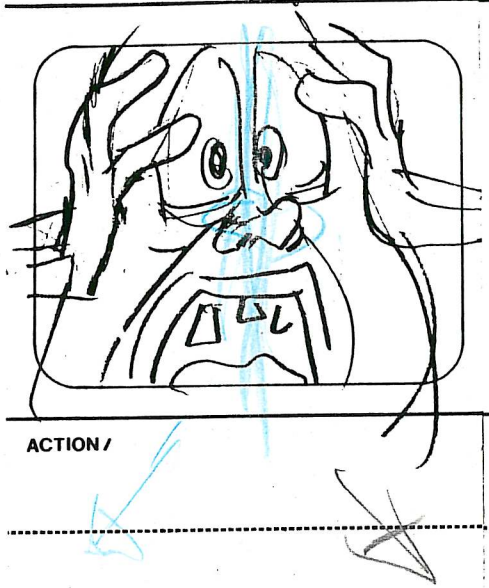
ACTION/ A SPARK FLIES OFF AT HIM— HE ZIPS O.S.	ACTION/ ANOTHER SPARK FLIES OFF, SMOULDERS, AND STARTS TO BURN!	ACTION/	ACTION/
DIALOGUE/ SLIMER (EEK)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ ZAP	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
SLIMER	TIMIN JANINE (O.S.)	SLIMER	TIMING/

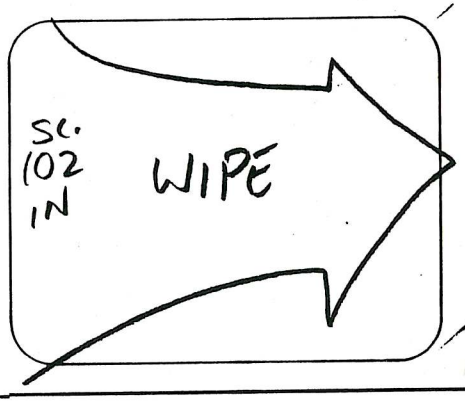
DIC AUDIO VISUAL

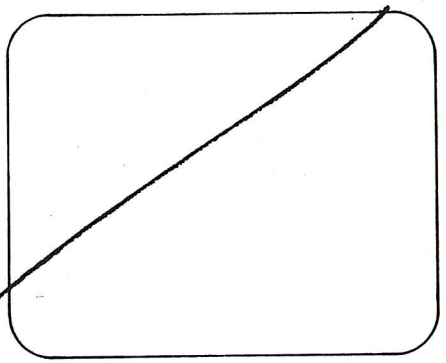
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 51

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
101		101A				-	





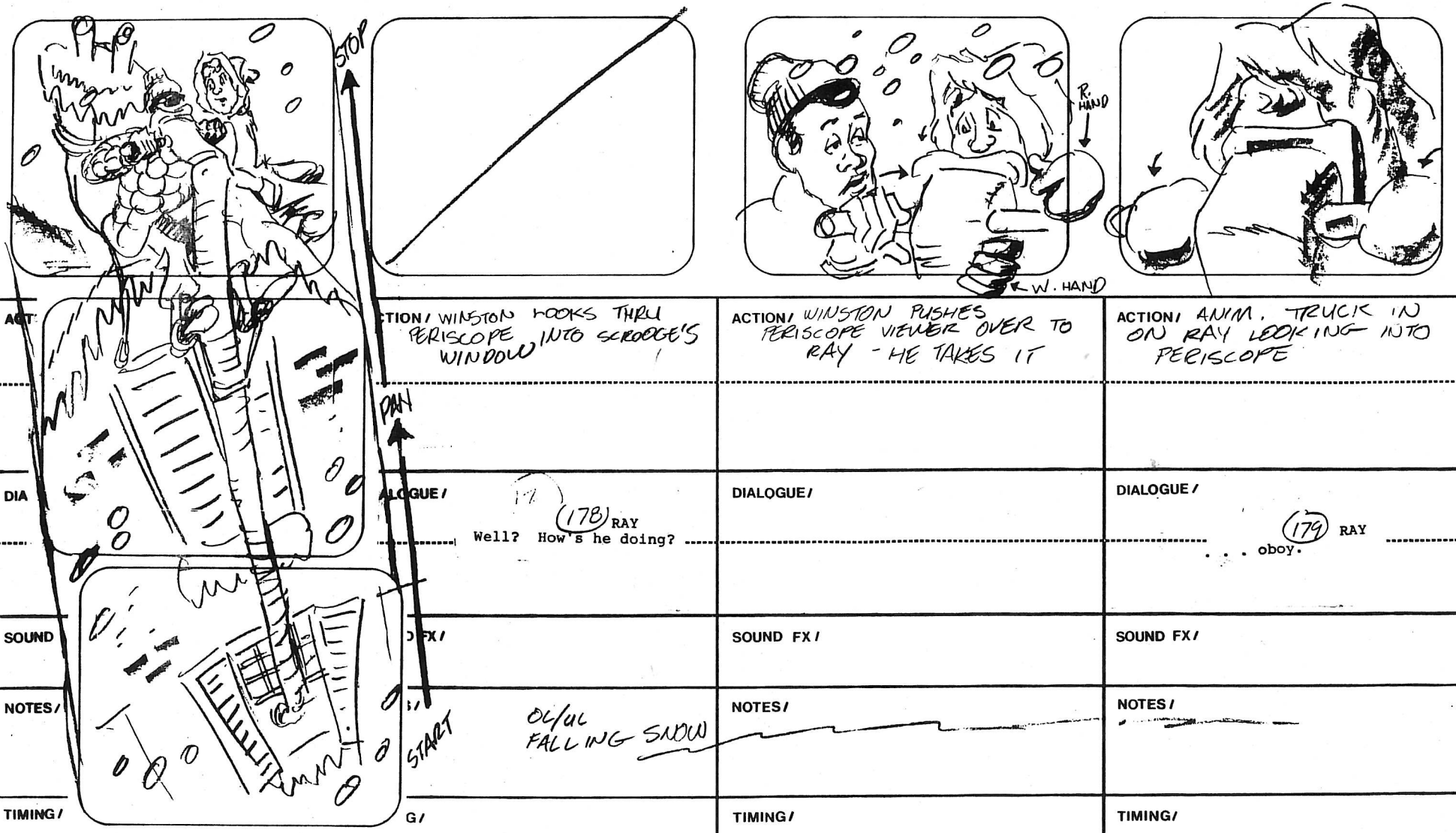


ACTION /	ACTION / THE ENTIRE MACHINE STARTS SMOKING, SPARKING FORCE FIELD FLICKERS UNCERTAINLY	ACTION /	ACTION /
DIALOGUE / SLIMER (panicking noises)	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / HIGH PITCHED WHINE FLUTTERS MULTIPLE ZAPS DURING ZAPS	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				52

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
102				103		103	



ACT/

ACTION/ WINSTON HOOKS THRU PERISCOPE INTO SCROOGE'S WINDOW

ACTION/ WINSTON PUSHES PERISCOPE VIEWER OVER TO RAY - HE TAKES IT

ACTION/ ANIM. TRUCK IN ON RAY LOOKING INTO PERISCOPE

DIA

DIALOGUE/

(178) RAY
Well? How's he doing?

DIALOGUE/

DIALOGUE/

(179) RAY
. . . oboy.

SOUND

SOUND FX/

SOUND FX/

SOUND FX/

NOTES/

OL/UL
FALLING SNOW

NOTES/

NOTES/

TIMING/

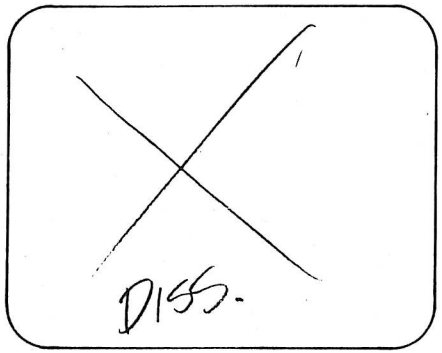
TIMING/

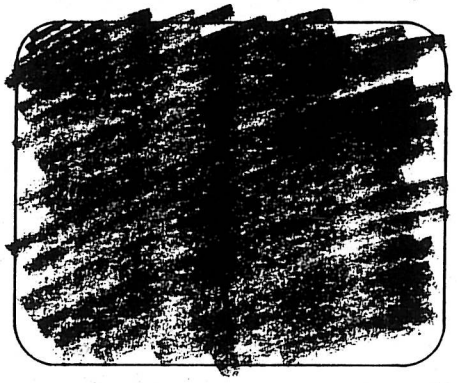
TIMING/

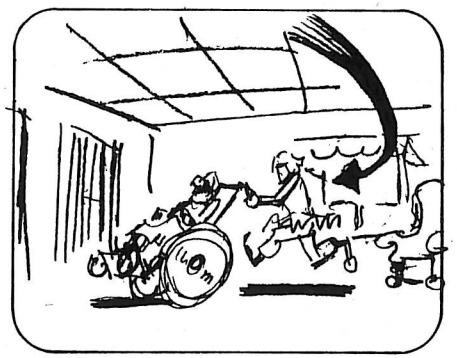
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				53

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
				104			104			104	







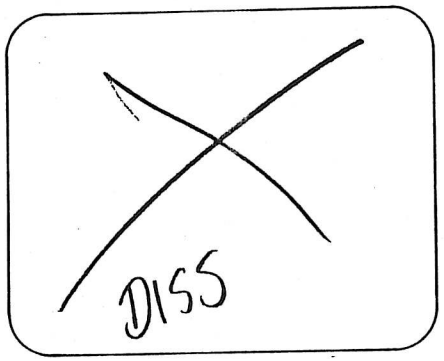
ACTION /	ACTION / ALL BLACK	ACTION / PETERS' BACK — AWAY FROM CAM (FLARES OFF & RETRACTED)	ACTION / WE SEE PETER PUSHING SCROOGE AROUND ROOM IN WHEELCHAIR
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / PETER'S BOOTS WHEELCHAIR CREAKING	SOUND FX / KLOMPING	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

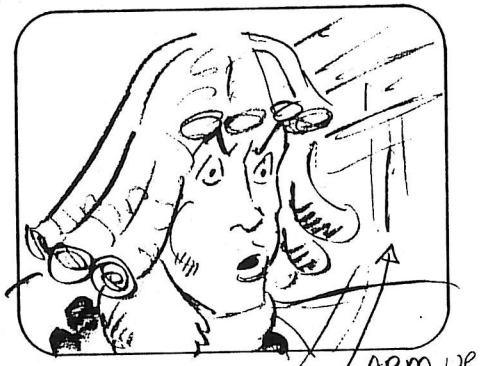
DIC AUDIO VISUAL

MAINTITLE

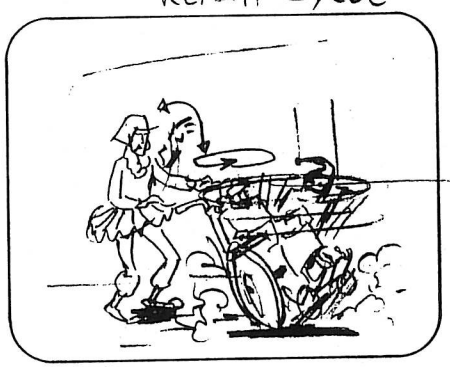
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 53A

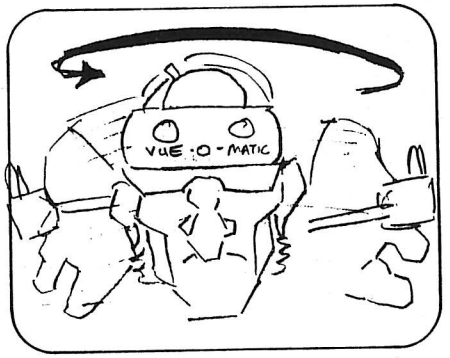
SCENE	TIMING	SCENE 104	TIMING	SCENE 104A	TIMING	SCENE 104B	TIMING





REPEAT CYCLE





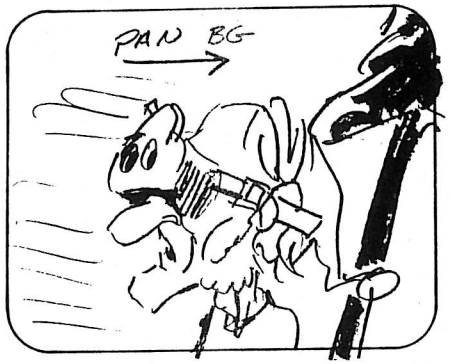
ACTION /	ACTION /	ACTION / PETER SPINNING WHEELCHAIR AROUND ON ONE WHEEL RAPIDLY	ACTION / SCROOGE SPINNING WITH VIEWMASTER ON
DIALOGUE /	DIALOGUE / PETER: (WHOOSH-, IMITATION HOOD NOISES)	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / WHEELCHAIR CREAKING	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

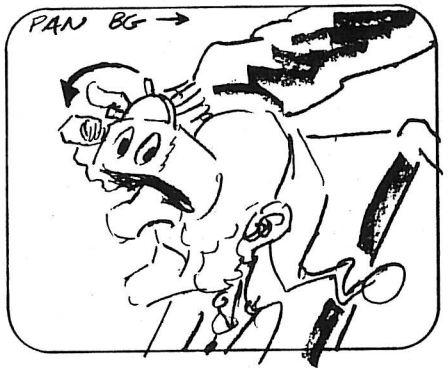
DIC AUDIO VISUAL

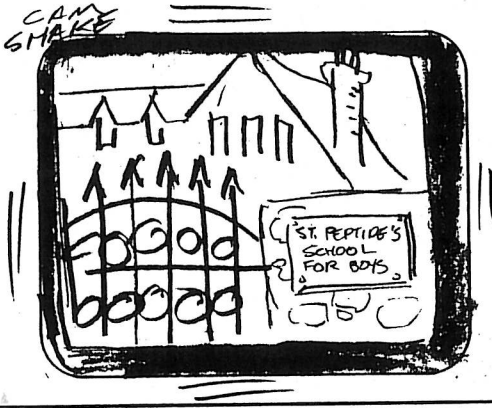
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 54

SCENE 105	TIMING	SCENE 106	TIMING	SCENE 107	TIMING	SCENE 108	TIMING







ACTION /

ACTION /

ACTION / PETER REACHES FORWARD & PUSHES SLIDE - ADVANCE ON VIEWER

ACTION / SLIDE OF ENGLISH SCHOOL - SCROOGE'S P.O.V.

DIALOGUE /

(180) SCROOGE
Spirit, can we not stop flying now? I feel I will grow faint.

DIALOGUE /

(181) PETER
(panting furiously)
Not -- yet. And don't touch -- the magic -- window. We'll fall. Here -- what -- do you see -- now?

DIALOGUE /

(182) SCROOGE (VO)
Why, it's the school I attended! Why I grew up there! I was a boy there!

SOUND FX /

CREAK OF CHAIR & PETER'S BOOTS RUNNING

SOUND FX /

SOUND FX / CLICK!

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES / CAM SHAKE

TIMING /

TIMING /

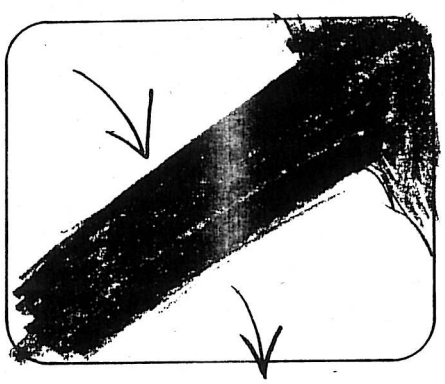
TIMING /

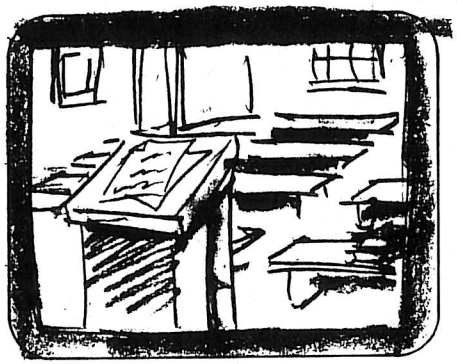
TIMING /

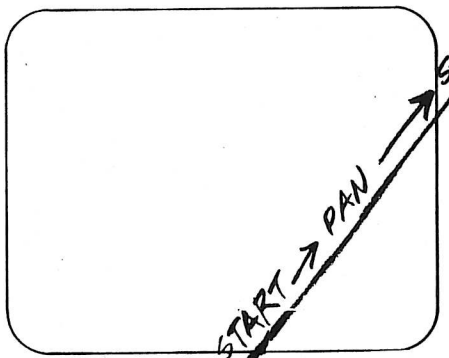
DIC AUDIO VISUAL

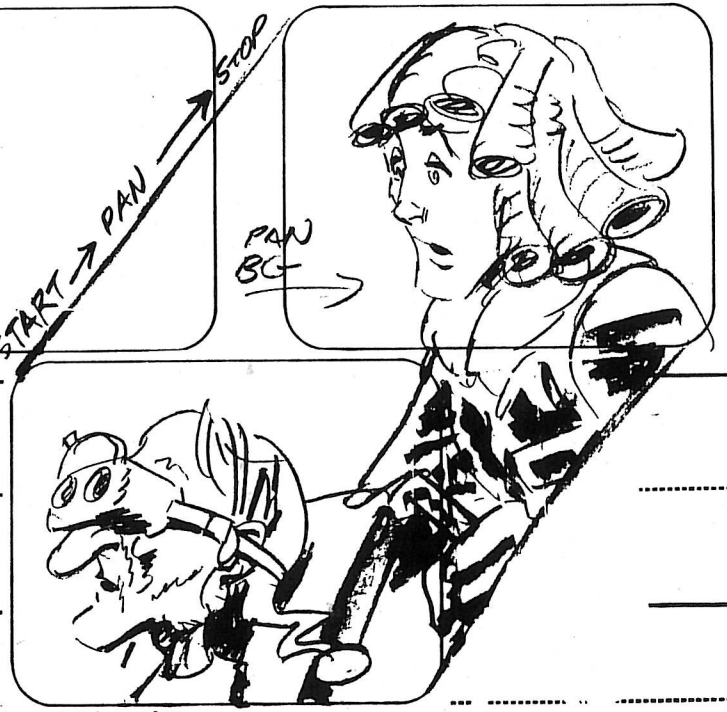
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				55

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
108		108		109		109	









ACTION / NEW SLIDE WIPES IN

ACTION /

ACTION /

DIALOGUE /

DIALOGUE /

(183) SCROOGE (VO)
Yes, I remember that schoolroom all too well.

DIALOGUE /

(184) SCROOGE (OS/cont'd)
I spent many Christmases alone there, my father off on some business or other. But I survived. My books were my friends. What more does a boy need?

(185) PETER
(subdued/half to himself)
A lot more. I sure did.

SOUND FX / CLICK! PETER'S BOOTS RUNNING CHAIR CREAKING

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

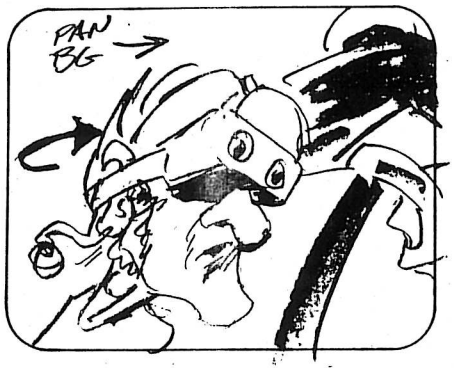
TIMING /

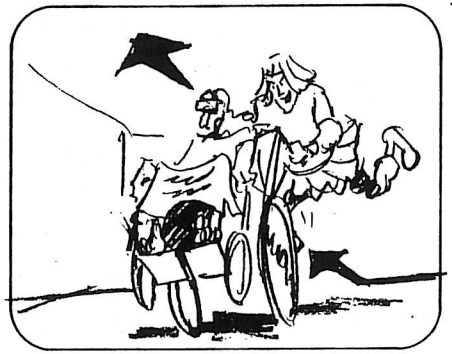
TIMING /

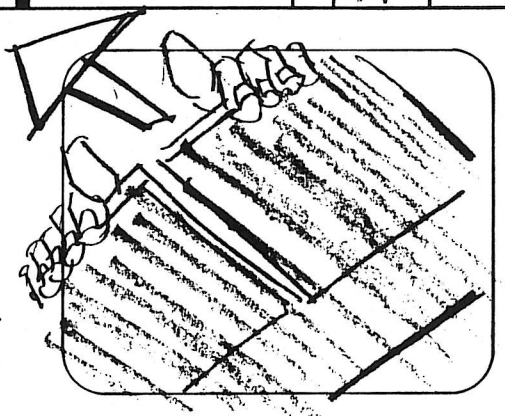
DIC AUDIO VISUAL

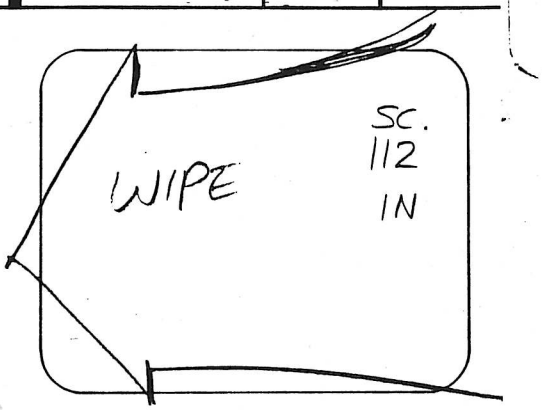
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				56

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
110		111		111		-	









ACTION /

ACTION / PETER RUNS EVEN FASTER - INTO CAM

ACTION / WHEELCHAIR OVER CAM - WIPES SC.

ACTION /

DIALOGUE /

(186) SCROOGE
What did you say, spirit?

(187) PETER
Nothing. Now hang on, we're gonna fly even higher this time!

DIALOGUE /

(188) SCROOGE
Whoooooaaa!

DIALOGUE /

SOUND FX / CHAIR CREAK
PETER'S BOOT KLOMP

SOUND FX / CHAIR CREAK & PETER'S BOOTS KLOMPING FASTER

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

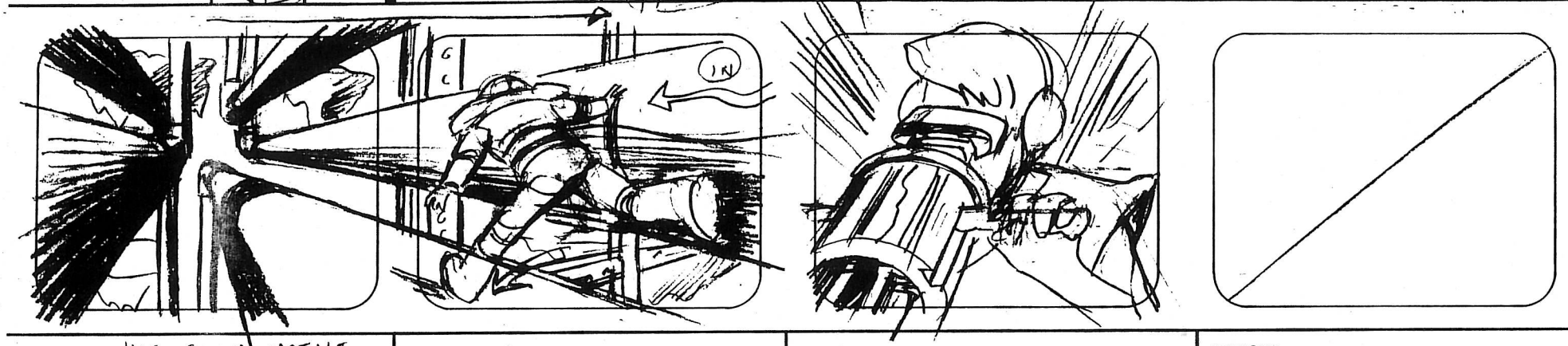
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 57

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
112		112		113			



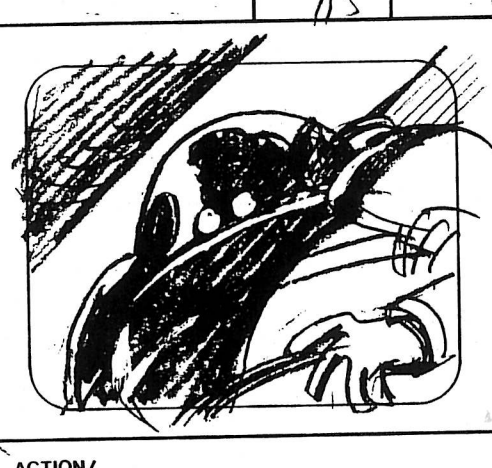
ACTION /	ACTION /	ACTION /	ACTION /
INT - CONTAINMENT UNIT PAN ACROSS GROUP OF PIPES -	EGON FLOATS SLOWLY IN, LANDS ON PIPE		
DIALOGUE /	DIALOGUE / (107) EGON Which way?	DIALOGUE / Left! (110) JANINE Go left! (gasps)	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 58

SCENE 114	TIMING	SCENE 114	TIMING	SCENE 115	TIMING	SCENE 115	TIMING



ACTION / PAN FROM GROUP OF PIPES TO A BUNCH OF GHOSTS SITTING AROUND LOOKING ANGRY AND BORED

DIALOGUE / (171) JANINE (VO)
I mean, go right! Right!

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

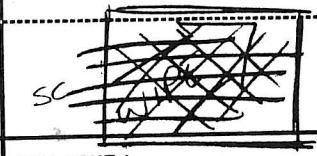
DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / EGON TURNS, JUMPS LEFT



DIALOGUE /

SOUND FX /

NOTES /

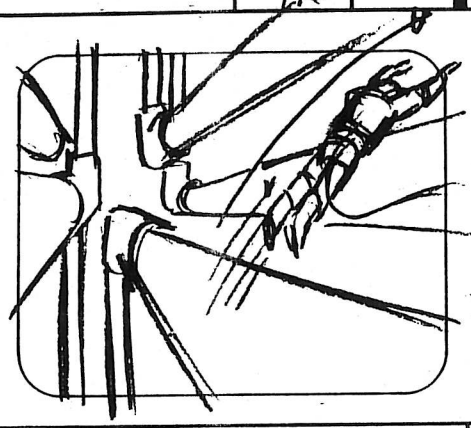
TIMING /

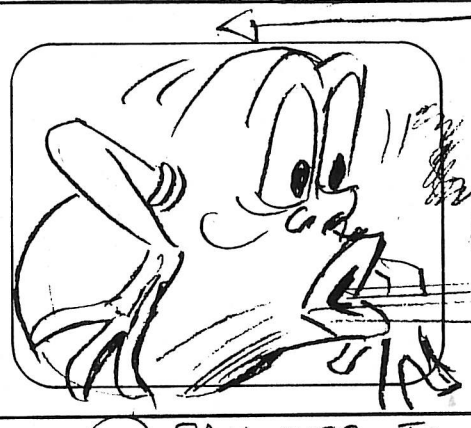
DIC AUDIO VISUAL

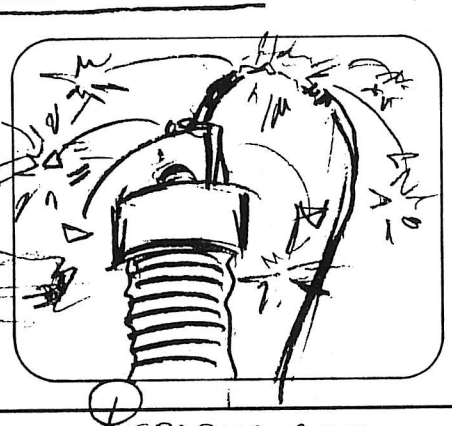
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 59

SCENE 116	TIMING	SCENE 117	TIMING	SCENE 116	TIMING	SCENE 118	TIMING





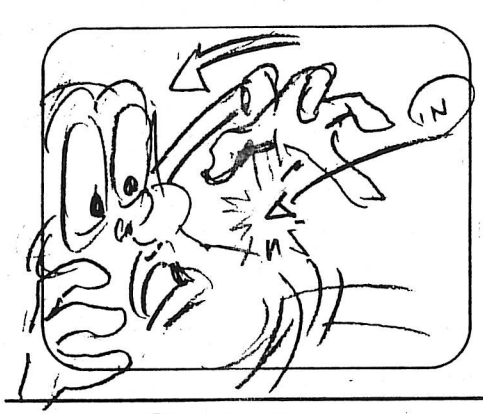


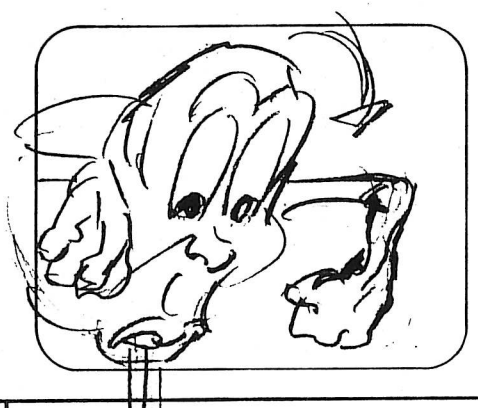
ACTION / EGON FLOATS SLOWLY OUT OF FRAME	ACTION /	ACTION / (2) PAN OVER TO SLIMER, BLOWING FRANTICALLY	ACTION / SPARKS ARE JUMPING OUT OF GLOWING WIRE BEING BLOWN OUT WHILE STILL IN AIR.
DIALOGUE /	DIALOGUE / (174) JANINE Oh, Slimer, I'm sure he's never gonna get out of there!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / HIGH PITCHED WHINE	SOUND FX / ZAPS
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	

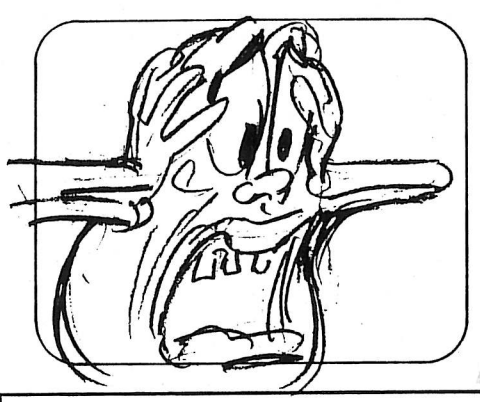
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				60

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	118			118			118			118	





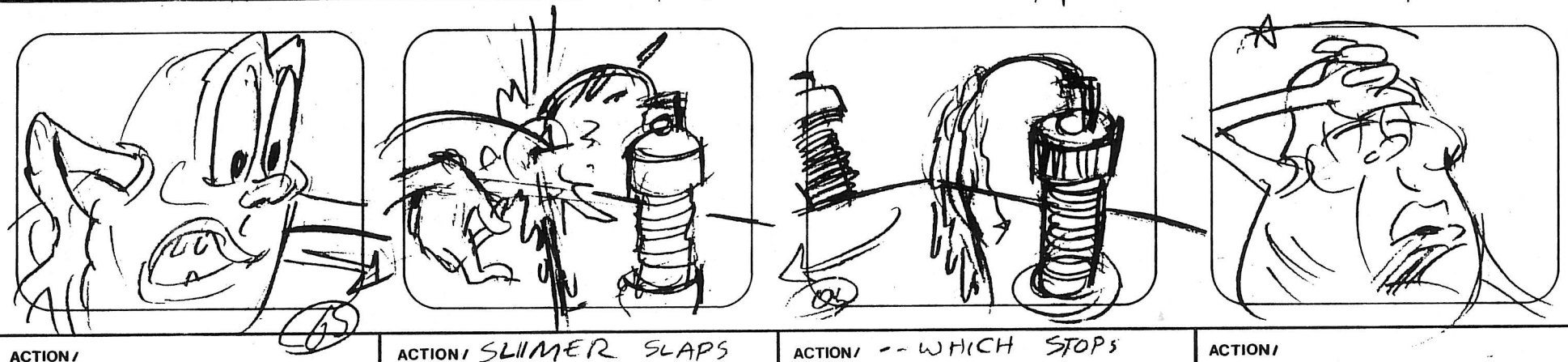


ACTION /	ACTION /	ACTION /	ACTION /
SLIMER DODGES SPARK	BLOWS AT IT WHILE IT'S O.S.		HE GRABS FIST FUL OF SLIME OFF OF HIMSELF
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / ZAPS HIGH PITCHED WHINE	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMIN	TIMI	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				61

	SCENE 118	TIMING		SCENE 119	TIMING		SCENE 119	TIMING		SCENE 120	TIMING



ACTION /	ACTION / SLIMER SLAPS HANDFUL OF SLIME ON TO WIRE --	ACTION / -- WHICH STOPS SPARKING	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / SLIMER (WHEW)
SOUND FX / HIGH PITCHED WHINE	SOUND FX / SSSSS	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

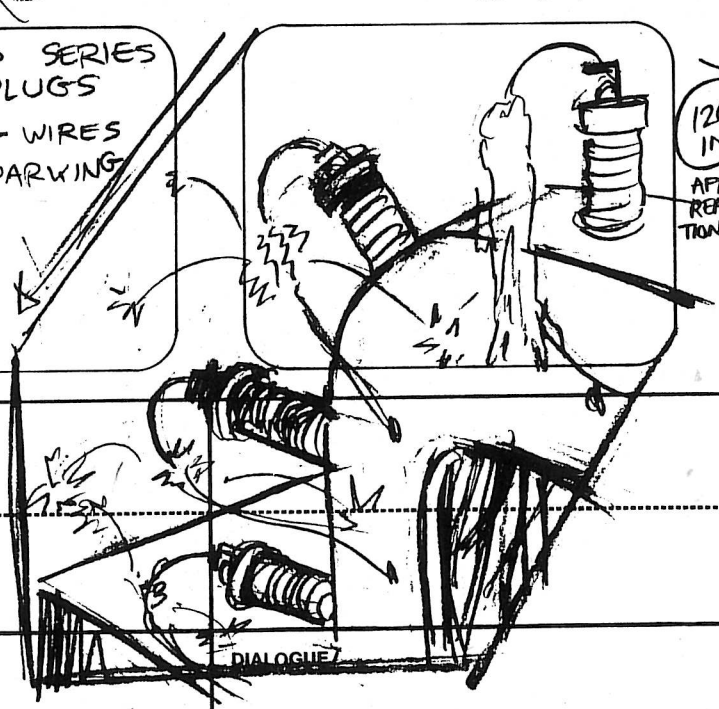
AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 62

SCENE 120	TIMING	SCENE 121	TIMING	SCENE 121	TIMING	SCENE 122	TIMING

PAN ACROSS SERIES OF SPARK PLUGS WITH GLOWING WIRES WHICH ARE SPARKING



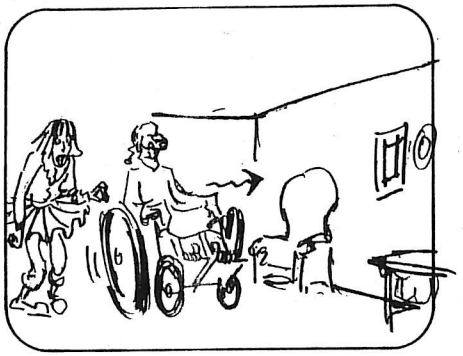
ACTION / ANOTHER SPARK FLIES IN	ACTION /		ACTION / SCIMER REACTS THEN WIPE TO SC. 126
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / HIGH PITCHED WHINE MULTIPLE ZAPS	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	

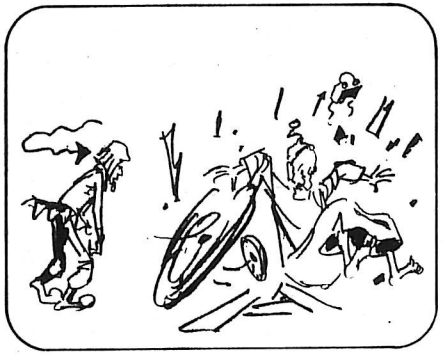
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION: NO PG. 63 OR 64 | ACT NO. | PAGE NO.: 65

SCENE 126	TIMING	SCENE 126	TIMING	SCENE 127	TIMING	SCENE 128	TIMING





ACTION / WHEELCHAIR MOVES SLOWLY FWD - PETER, EXHAUSTED, HAS STOPPED PUSHING

DIALOGUE /

SOUND FX / CHAIR - SLOW CREAKING

NOTES /

TIMING

ACTION / CHAIR COLLAPSES - VIEWMASTER FLIES OFF SCROOGE'S FACE - PETER TURNS & WALKS TO CHAIR

DIALOGUE /

SOUND FX / CRASH!

NOTES /

TIMI

ACTION / PETER INTO SC. - FLOPS INTO CHAIR

DIALOGUE /

SOUND FX / FLOPPA!

NOTES /

TIMI

ACTION / SWEAT DROPS ON PETER'S FOREHEAD

DIALOGUE /

(134) PETER
(exhausted)
Flight's over, Scroogie. Thank you for flying Venkman Airlines. Now -- what have you learned?

SOUND FX /

NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 66A

SCENE 129	TIMING	SCENE 130	TIMING	SCENE 130	TIMING	SCENE 130	TIMING

ACTION/

(195) SCROOGE
Oh, I'm dreadfully sorry. Was I supposed to be learning something?

SOUND FX/

NOTES/

TIMING/

ACTION/

(196) PETER
WERE YOU SUPPOSED TO --

SOUND FX/

NOTES/

TIMING/

ACTION/ PETER SITS BOLT UPRIGHT, LEANING FOWARD - THEN HE LEANS BACK --

DIALOGUE/ PETER (CONT)
(very quickly)
You were supposed to learn that just because you had a rotten past, that's no reason to blame Christmas.

SOUND FX/

NOTES/

TIMING/

ACTION/

(197) PETER
(a little softer)
Lots of us had Christmases that weren't the best.

SOUND FX/

NOTES/

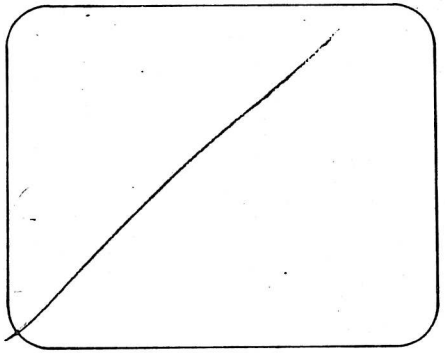
TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 6-B

	SCENE 130	TIMING		SCENE 130	TIMING		SCENE 130	TIMING		SCENE	TIMING

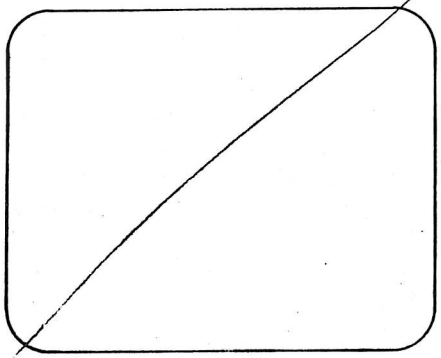


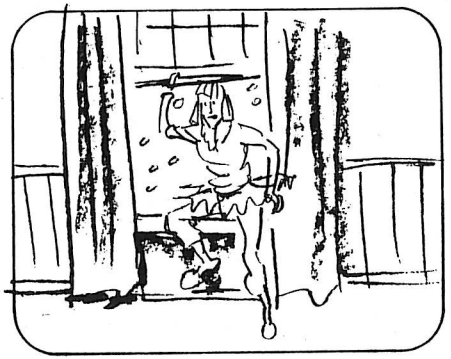
ACTION /	ACTION / TRUCK IN AS HE THINKS FOR A COUPLE BEATS	ACTION /	ACTION /
DIALOGUE / PETER (CONT) But if you give up, you just end up denying yourself what you're so mad about never having had before.	IALOGUE /	(1-15) PETER I think maybe that's a lesson we could all stand to learn.	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				67

	SCENE	TIMING		SCENE 131	TIMING		SCENE 132	TIMING		SCENE 132	TIMING



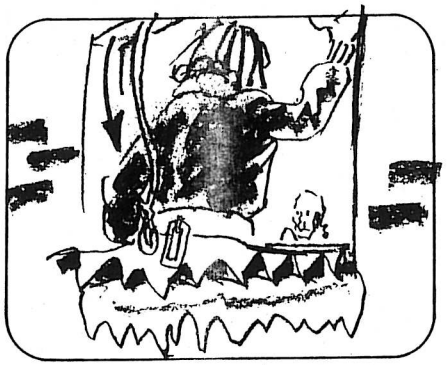


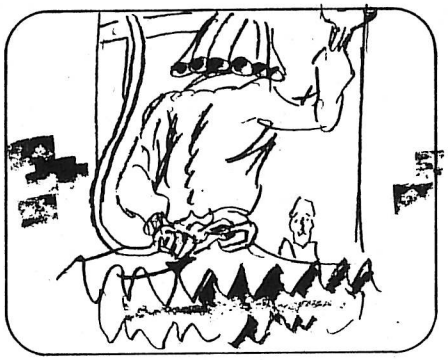
ACTION /	ACTION /	ACTION / PETER CROSSES ROOM TO WINDOW - SCROOGE WATCHES HIM - TRUCK IN	ACTION / PETER SITS ON WINDOW LEDGE
DIALOGUE /	DIALOGUE / (199) SCROOGE Well, I suppose. But I'm not quite convinced yet, spirit.	DIALOGUE / (200) PETER Well then, you've got two more chances.	DIALOGUE / (201) PETER - YES SIR -
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES / 4L SNOW
TIMING /	TIMING /	TIMING /	TIMING /

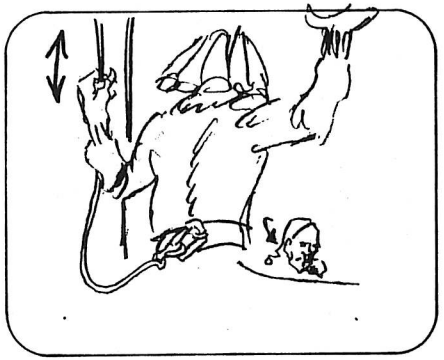
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				101

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
133		133		133		133	







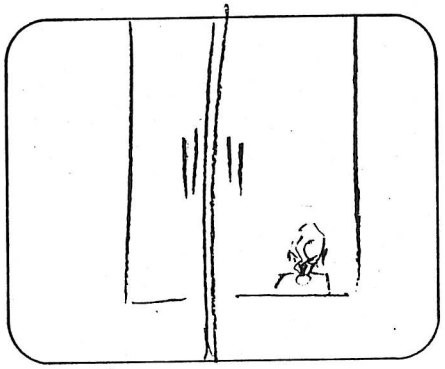
ACTION/ LINE WITH CLIP DROPS INTO SC.	ACTION/ ATTACHES CLIP	ACTION/ PETER TUGS ON LINE SCROOGE BEGINS TO TURN AWAY, THOTFUL	ACTION/ PETER STEPS OFF WINDOW LEDGE - SCROOGE TURNED AWAY
DIALOGUE /	DIALOGUE / (201) PETER ~~Yes sir,~~ as soon as I'm gone, the ghosts of Christmas Present and Future are gonna pay you a little visit.	DIALOGUE /	DIALOGUE / (202) PETER See you around.
SOUND FX /	SOUND FX / SNAP	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

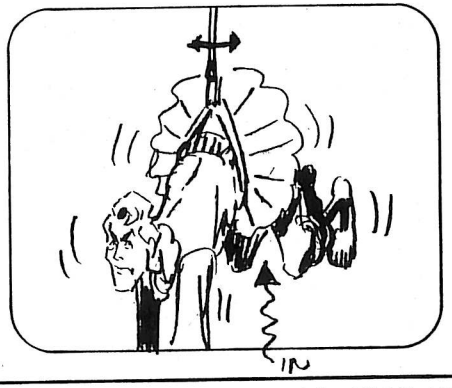
DIC AUDIO VISUAL

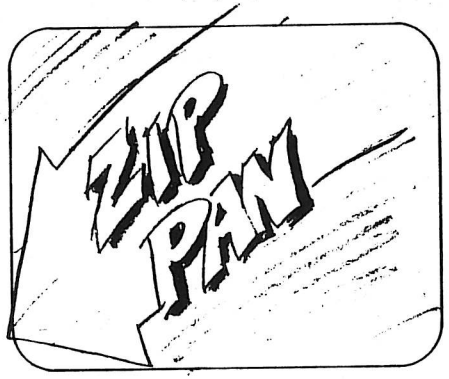
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. 69 | PAGE NO.

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
133		133		133			







ACTION / PEEK DROPS O.S.	ACTION / LINE TIGHTENS -SCROOGE NOW HAS HIS BACK TO WINDOW- /	ACTION / PETER HAULED BACK UP INTO SC.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / =, SPROINNGGG !=	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	134			134		(03)	134			135	

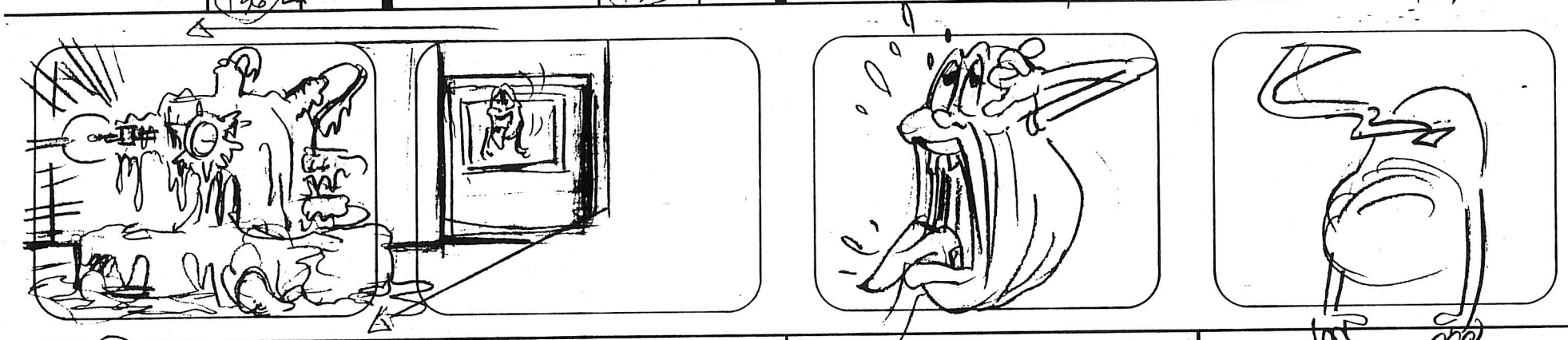
ACTION/ EGON SWIMS IN, STOPS SUDDENLY - -	ACTION/ DARTS INTO SHADOW OF ROCK, HIDES BEHIND ROCK AS SAM HAIN (75010) FLOATS - -	ACTION/ -- THRU FRAME PAST ROCK, O.S. - AS HE PASSES, EGON COMES OUT FROM BEHIND ROCK, FLOATS O.S. IN OPPOSITE DIRECTION	ACTION/
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/ (17) JANINE Oh, Egon -- be careful!
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 136	TIMING	SCENE 136	TIMING	SCENE 137	TIMING	SCENE 137	TIMING



ACTION / (2) TO FORCE FIELD GENERATOR WHICH IS NOW TOTALLY COVERED WITH ECTO-SLIME	ACTION / (1) PAN FROM SLIME, BREATHING HEAVILY, HIS SHOULDERS HEAVING.--	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / SLIMER DRIPPING HIGH PITCHED WHINE	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	T		TI

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 12

SCENE 137	TIMING	SCENE 137	TIMING	SCENE 138	TIMING	SCENE	TIMING

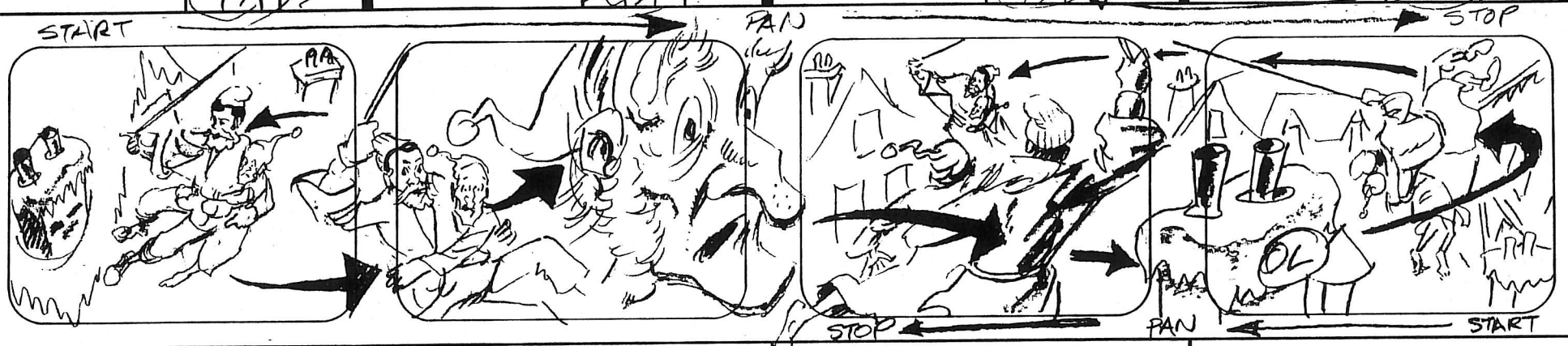
ACTION /	ACTION /	ACTION / TRUCK IN ON GENERATOR WHICH IS SPARKING IN SPITE OF ALL THE SLIME— SLIDE OUT SLIMER DURING T.U.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / HIGH PITCHED WHINE INCREASING ZAPS	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIM	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 13

SCENE 139	TIMING	SCENE 139	TIMING	SCENE 139	TIMING	SCENE 139	TIMING



ACTION /	ACTION /	ACTION /	ACTION /
WINSTON AS XMAS PRESENT & SCROOGE SWING UP INTO CAM & AWAY			
REPEAT ANIMATION GUYS COMPLETE CIRCLE 3 TIMES	PAN BACK AND FORTH		
DIALOGUE /	**DIALOGUE /**	**DIALOGUE /**	**DIALOGUE /**
(203) WINSTON And there -- the workhouses, where you said to send the poor. See them?	(204) SCROOGE (scared silly) N-no, spirit.	(205) WINSTON Well . . . hang around, we'll swing past again in a sec.	
SOUND FX /	**SOUND FX /**	**SOUND FX /**	**SOUND FX /**
NOTES /	**NOTES /**	**NOTES /**	**NOTES /**
OL/OL SNOW FALLING			
TIMING /	**TIMING /**	**TIMING /**	**TIMING /**

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 14

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
140		~~140~~ 141				140	

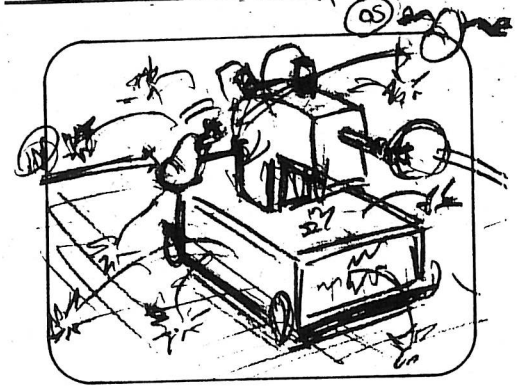
ACTION/ CLOSE ON JANINE -- PAN OVER	ACTION/ TO SLIMER TRYING FRANTICALLY TO GET HER ATTENTION	ACTION/	ACTION/ HE TURNS TOWARD INCREASING ZAPS, ZIPS O.S,
(206) JANINE Left! No, right! They're ahead of you, Egon!	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ HIGH PITCHED WHINE	SOUND FX/	SOUND FX/	SOUND FX/ ZAP POP = CRACKLE
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMI

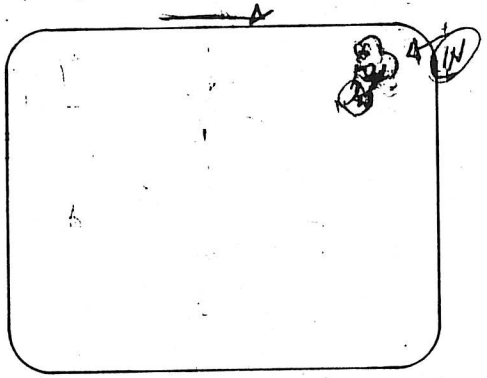
DIC AUDIO VISUAL

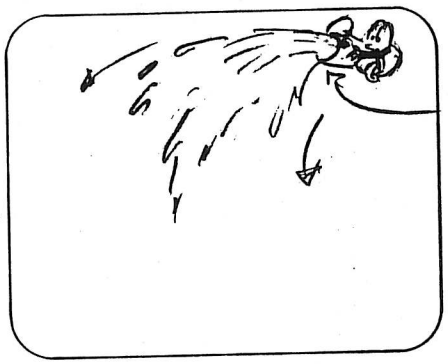
MAINTITLE

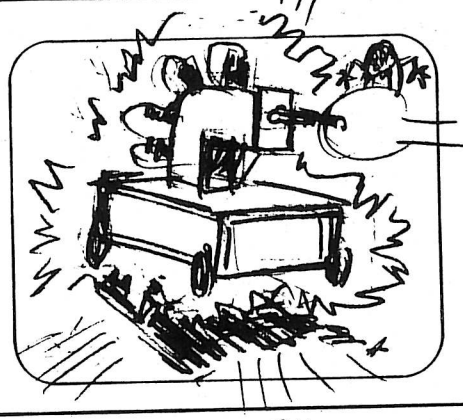
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 15

SCENE 141	TIMING	SCENE 141	TIMING	SCENE 141	TIMING	SCENE 141	TIMING









ACTION/ SLIMER ZIPS IN, GESTURES FRANTICALLY AT MACHINE, FLIES O.S --	ACTION/ -PAN SLIGHTLY RIGHT AS SLIMER ZIPS BACK IN WITH BUCKET OF WATER	ACTION/ HE THROWS WATER ON MACHINE --	ACTION/ -- WHICH SHORTS OUT WITH A BIG ZAP
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / MULTIPLE ZAPS HIGH PITCHED WHINE	SOUND FX /	SOUND FX / WATER BEING THROWN	SOUND FX / ZZZZAP
NOTES /	NOTES /	NOTES /	NOTES /
TIM	TIMING /	TIMING /	TIMING /

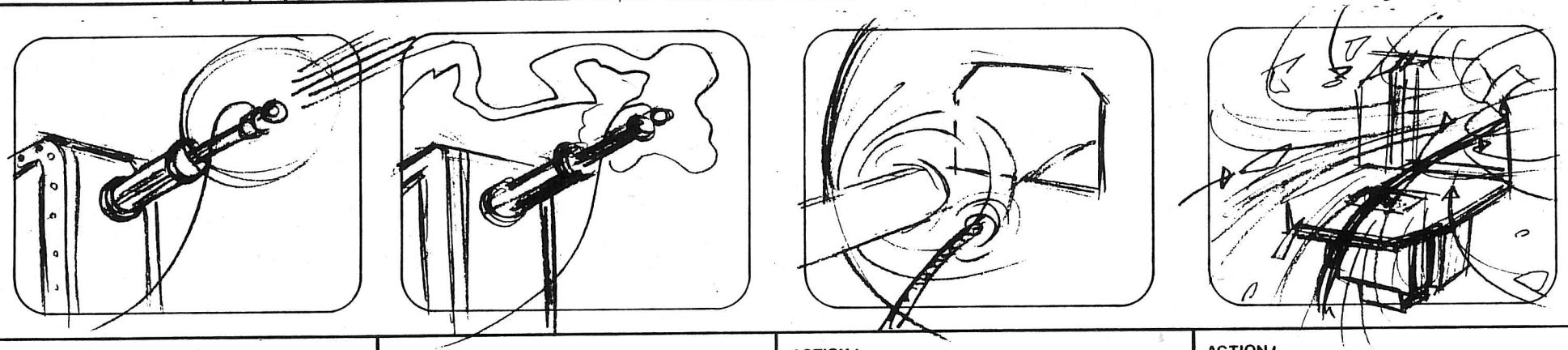
SLIMER

AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 16

SCENE 142	TIMING	SCENE 142	TIMING	SCENE 143	TIMING	SCENE 143	TIMING



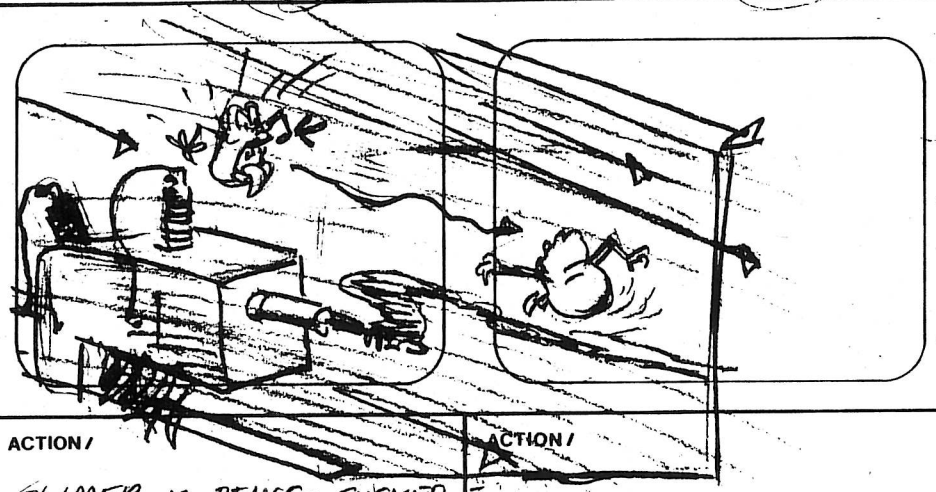
ACTION / MACHINE DIES	ACTION /	ACTION / FORCE FIELD STOPS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / END HIGH PITCHED WHINE	SOUND FX /	SOUND FX /	SOUND FX / START VACUUM WIND
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

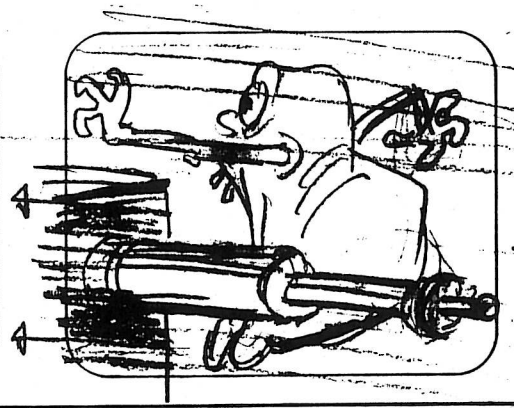
DIC AUDIO VISUAL

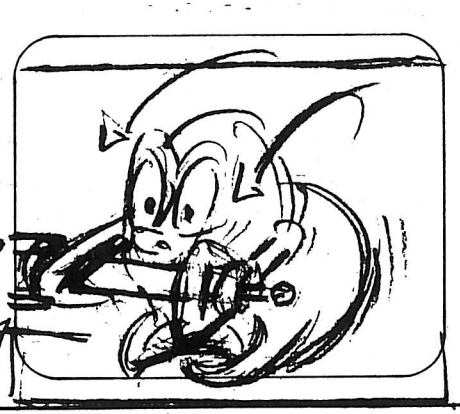
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 144	TIMING	SCENE 144	TIMING	SCENE 145	TIMING	SCENE 145	TIMING







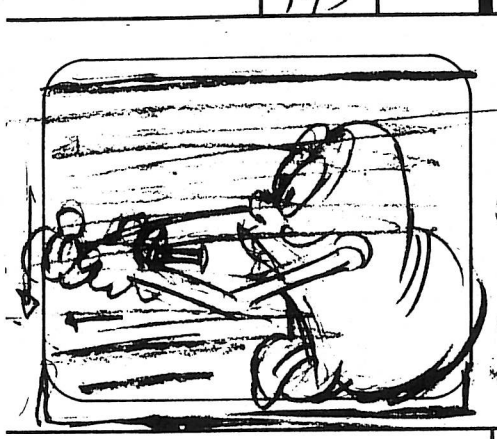
ACTION / SLIMER IS BEING SUCKED TOWARD HOLE IN CONTAINMENT UNIT BY VACUUM WIND - PAN WITH HIM AS HE SWIMS DESPARATELY AGAINST CURRENT	ACTION /	ACTION / SLIMER SWIMS FRANTICALLY -- SLIDE BARREL OF GENERATOR THRU FRAME --	ACTION / SLIMER DESPERATELY GRABS BARREL
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

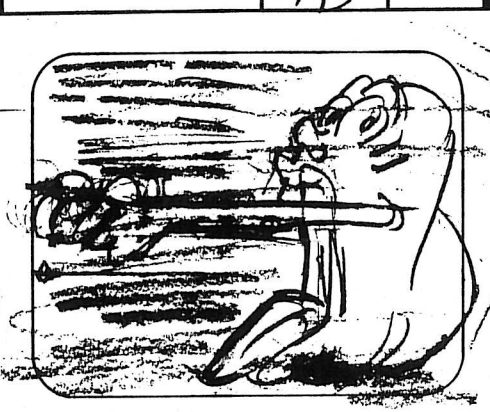
AUDIO VISUAL

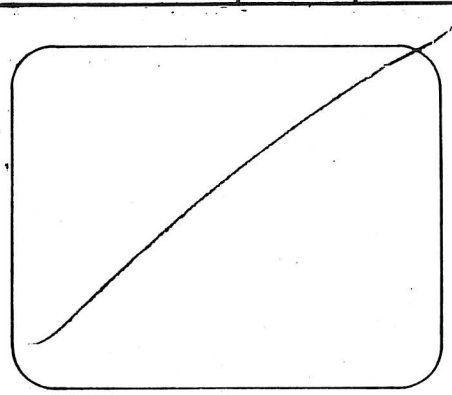
MAINTITLE

SHOW NO. | DESCRIPTION: NO PAGE # 79 | ACT NO. | PAGE NO.: 14

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
145		145		146			







ACTION /	ACTION /	ACTION /	ACTION /
SLIMER HAS DIFFICULTY HANGING ON		TRUCK IN ON HOLE IN CONTAINMENT UNIT	
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | NO PAGE # 79 DESCRIPTION | ACT NO. | PAGE NO. 40

SCENE 147	TIMING	SCENE 148	TIMING	SCENE 148	TIMING	SCENE 149	TIMING

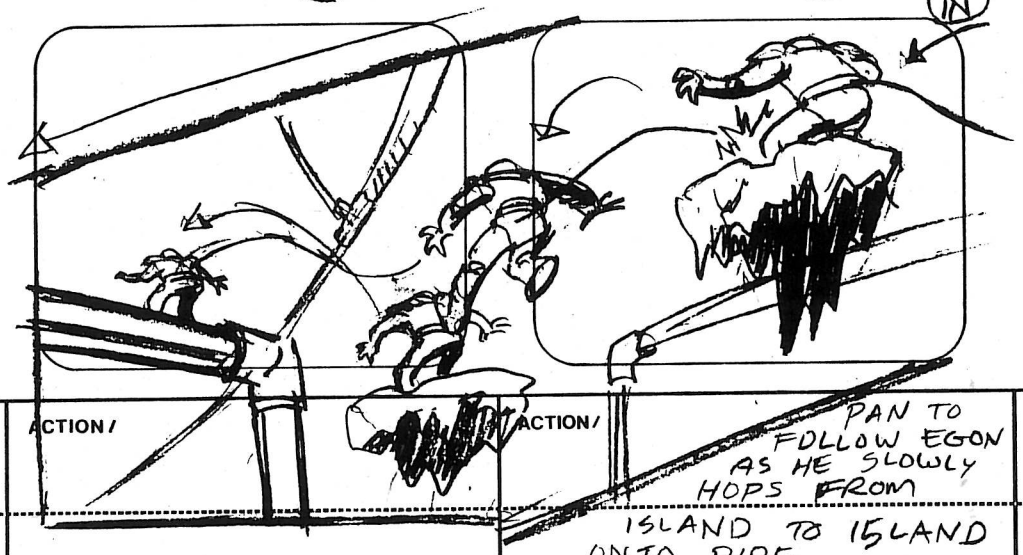
ACTION / VACUUM WIND IS BLOWING JANINE'S HAIR BUT SHE DOESN'T NOTICE,

DIALOGUE / (209) JANINE
It's no good, Egon!

SOUND FX / VACCUM WIND

NOTES /

TIMING /



ACTION /

DIALOGUE / JANINE (CONT) (VO/filtered)
hour's almost over! Come back! The
You'll be trapped.

SOUND FX /

NOTES /

TIMING /

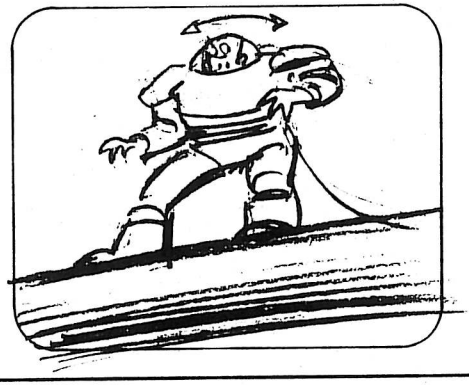
ACTION / PAN TO FOLLOW EGON AS HE SLOWLY HOPS FROM ISLAND TO ISLAND ONTO PIPE

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION / HE LOOKS AROUND

DIALOGUE /

SOUND FX /

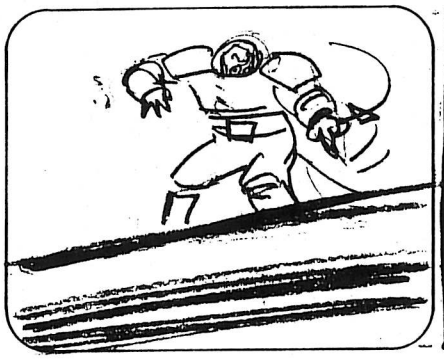
NOTES /

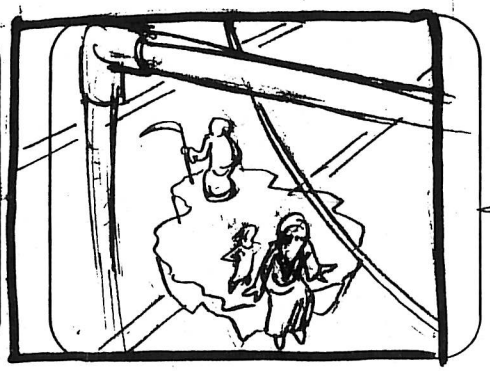
TIMING /

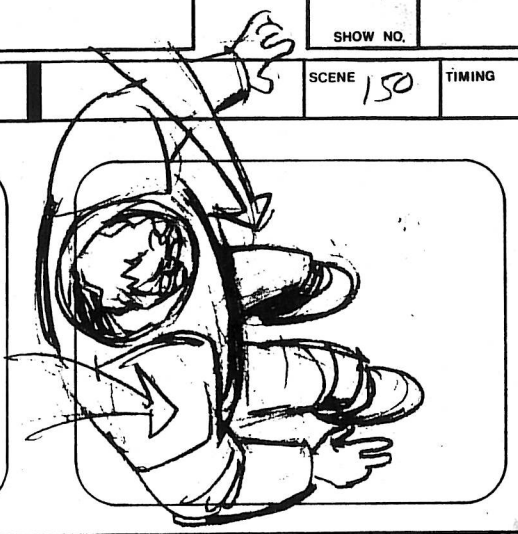
DIC AUDIO VISUAL

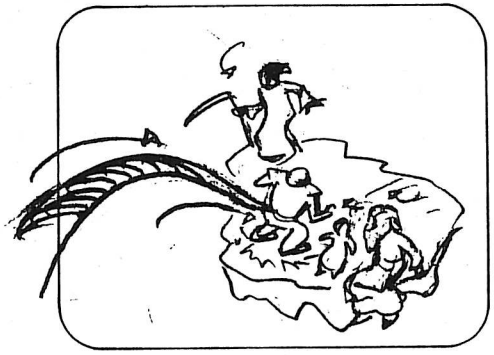
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				41

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
149		150		150		150	









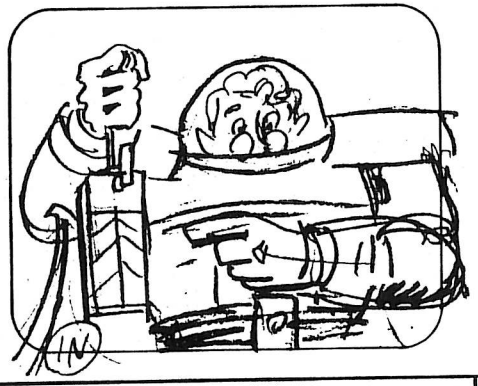
ACTION/ HE POINTS O.S.	ACTION/ DOWN SHOT ON GHOSTS OF PAST, PRESENT & FUTURE	ACTION/ EGON JUMPS IN SLOWLY	ACTION/ - LANDS LIGHTLY ON THEIR ISLAND
DIALOGUE/ EGON: Got it!	DIALOGUE/ (V.O.) EGON (V.O.) (CONT): There they are!	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 42

SCENE 151	TIMING	SCENE 152	TIMING	SCENE 153	TIMING	SCENE 153	TIMING



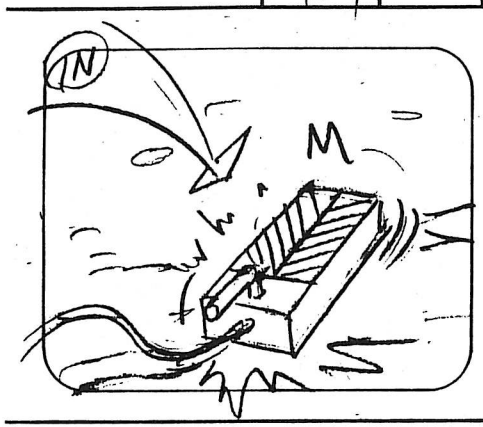
ACTION /	ACTION / HE POINTS TO TRAP	ACTION / PAN ACROSS GHOSTS NODDING 'YES'	ACTION /
DIALOGUE /	DIALOGUE / (V.O.) EGON Please, inside! It's faster!	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TI EGON	TIMING /	TIMING /	TIMING /

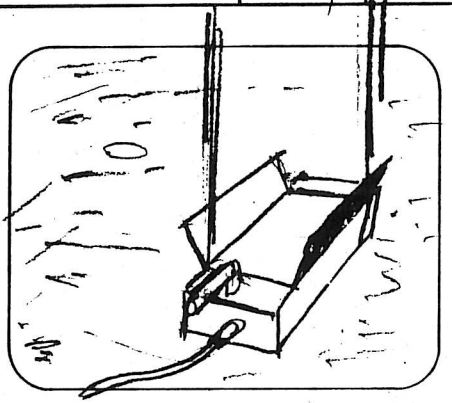
AUDIO VISUAL

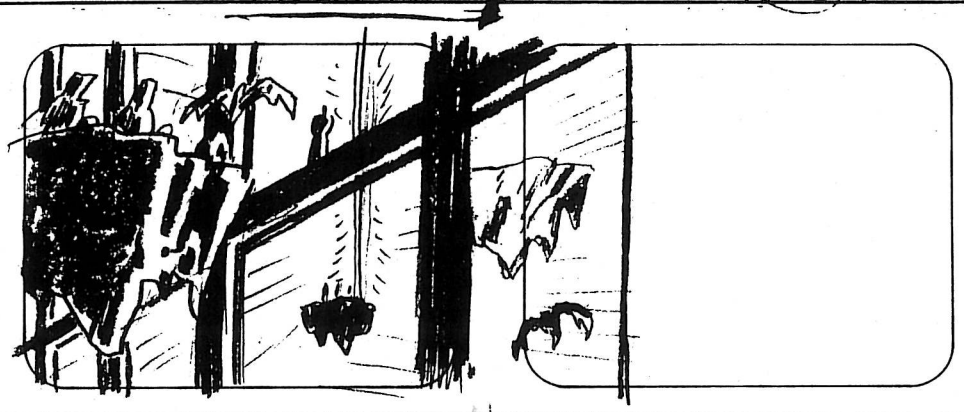
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 93

SCENE 154	TIMING	SCENE 154	TIMING	SCENE 155	TIMING	SCENE 155	TIMING







ACTION / TRAP FALLS IN SLOWLY, LANDS GENTLY--	ACTION / IT OPENS, BEAM OF LIGHT SHOOTS OUT	ACTION / BEAM OF LIGHT FROM TRAP SHINES LIKE A FLAIR	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION: NO PG. 84 | ACT NO. | PAGE NO. 95

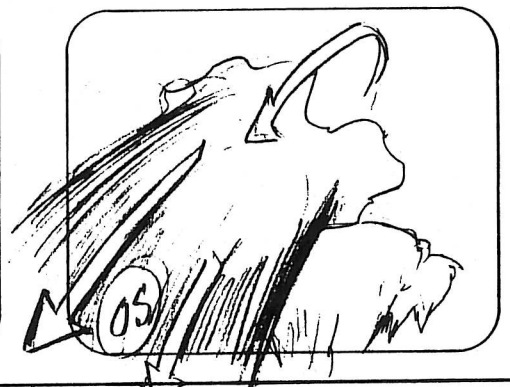
NO SC. 156	SCENE 157	TIMING		SCENE 157	TIMING		SCENE 157	TIMING		SCENE 157	TIMING

ACTION ~~A~~ SLIDE PAN ACROSS GHOSTS NOTICING LIGHT FROM TRAP --	ACTION /	ACTION /	ACTION / GHOSTS TAKE OFF TOWARD EGON
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				96

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	158			158			158				



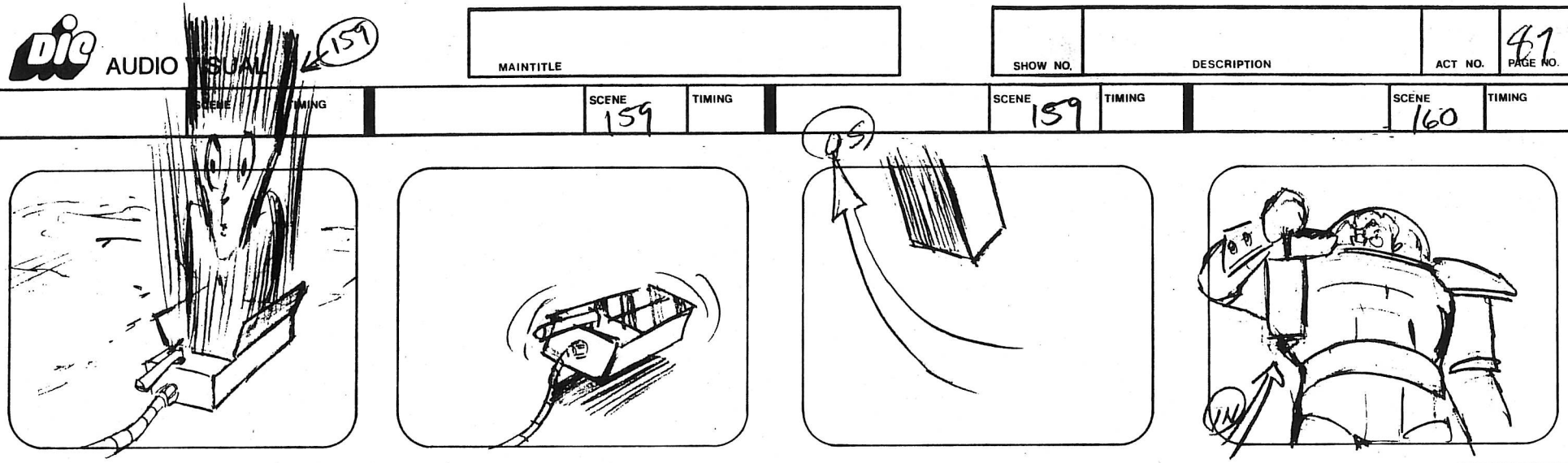
ACTION / GHASH (FROM SHOW # 75006) NOTICES LIGHT FROM TRAP --	ACTION / -- TAKES OFF TOWARD EGON	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 41

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
		159		159		160	



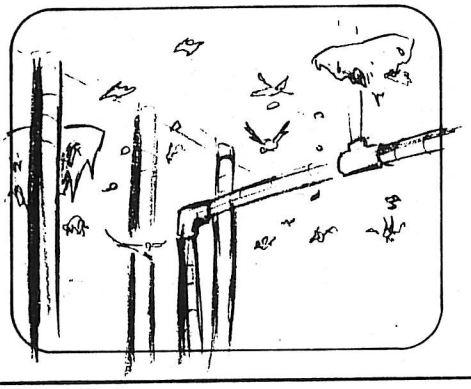
ACTION/ GHOST OF PAST IS SUCKED IN TO TRAP--	ACTION/ WHICH SNAPS SHUT --	ACTION/ IT'S PULLED UP,	ACTION/ O.S. BY EGON
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / SNAP	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TI

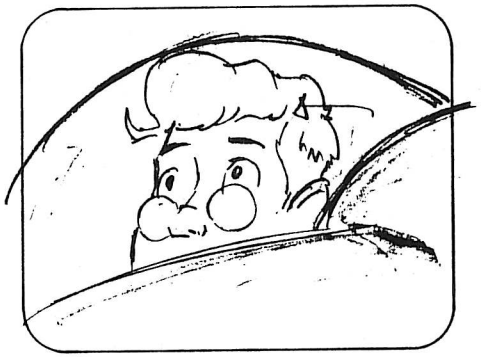
EGON

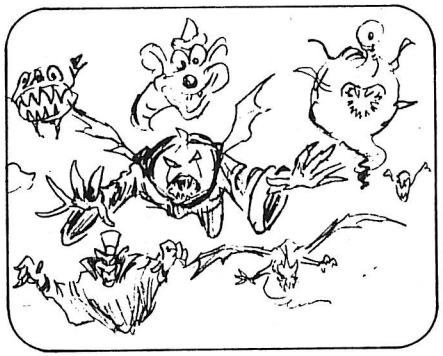
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				96

SCENE 160	TIMING	SCENE 161	TIMING	SCENE 162	TIMING	SCENE 163	TIMING







ACTION/ HE HOOKS TRAP ONTO BELT, LOOKING AROUND AND NOTICES --	ACTION/-- GHOSTS IN DISTANCE FLYING TOWARDS HIM	ACTION/	ACTION/ THEY'RE GETTING CLOSER
DIALOGUE /	DIALOGUE/ EGON (CONT) (VO) TROUBLE, JANINE.	DIALOGUE/ I THINK THE --	DIALOGUE/ -- OTHER GHOSTS HERE~
SOUND FX /	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMI	TIMING/	TIMING/	TIMING/

AUDIO VISUAL

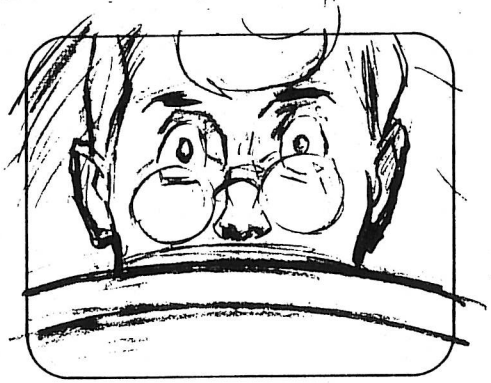
MAINTITLE

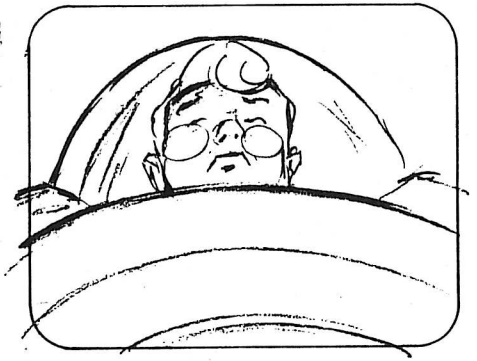
SHOW NO.

DESCRIPTION CU. EGON

PAGE NO. 99

SCENE 164	TIMING	SCENE 165	TIMING	SCENE 166	TIMING	SCENE 166	TIMING





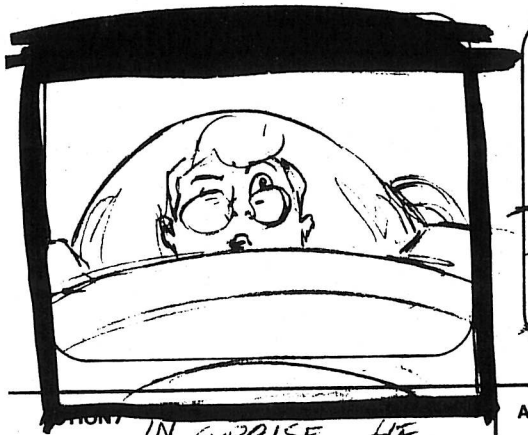
ACTION /	ACTION / --AND CLOSER		ACTION / HE SHUTS HIS EYES, BRACING HIMSELF TO BE JERKED UP, O.S., BY ROPE, BUT NOTHING HAPPENS
DIALOGUE / EGON (CONT) -- HAVE FIGURED OUT --	DIALOGUE / -- WHAT'S UP.	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMIN	TIMING /

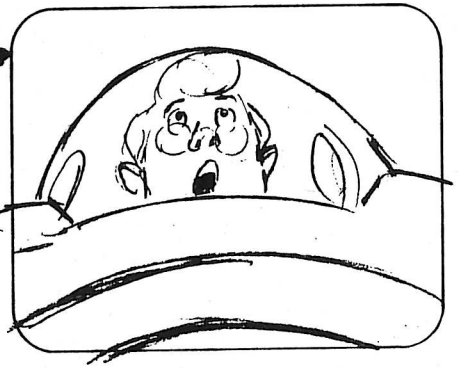
DIC AUDIO VISUAL

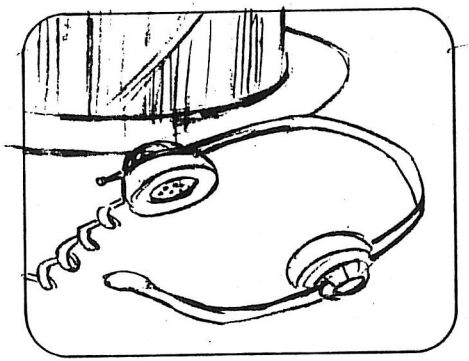
MAINTITLE

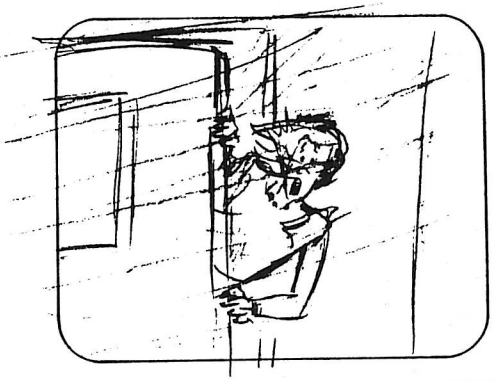
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 96

SCENE 166	TIMING	SCENE 166	TIMING	SCENE 167	TIMING	SCENE 168	TIMING







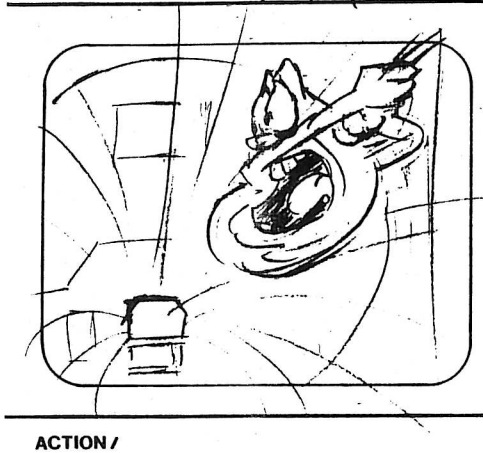


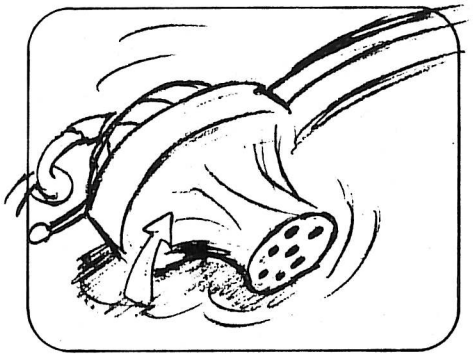
ACTION/ IN SURPRISE, HE OPENS ONE EYE--	ACTION/ --OPENS BOTH EYES AND CALLS OUT	ACTION/ ANGLE ON HEADSET- WHERE IS JANINE?	ACTION/ SHE'S YELLING AT SLIMER, THAT'S WHERE!
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX/ VACUUM WIND	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMI EDDIE (CONT'D)	TIMI EDDIE (CONT) (VO)	TIMI JANINE

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				41

	SCENE 169	TIMING	SCENE 170	TIMING	SCENE 171	TIMING	SCENE 172	TIMING



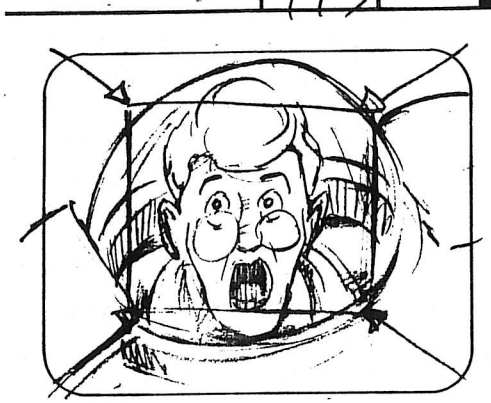


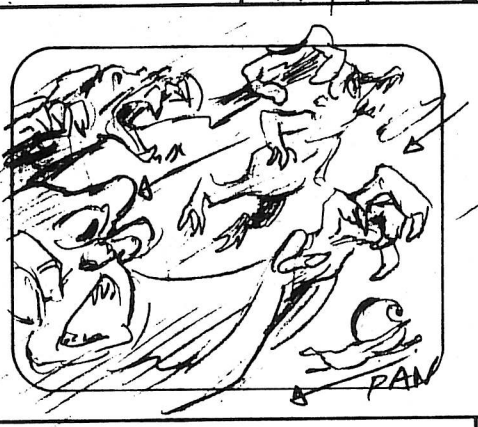
ACTION /	ACTION /	ACTION / HEADSET JUMPS ABOUT BECAUSE OF EGON'S UNCHARACTARISTIC LOUDNESS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX / VACUUM WIND	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIM SUMER	T EGON	TIM EGON (FONT)(VO)	T

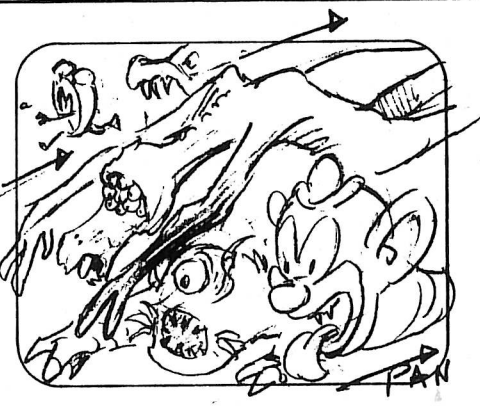
DIC AUDIO VISUAL

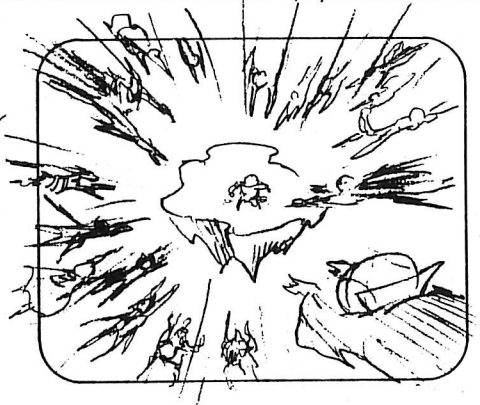
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				92

SCENE 173	TIMING	SCENE 174	TIMING	SCENE 175	TIMING	SCENE 176	TIMING







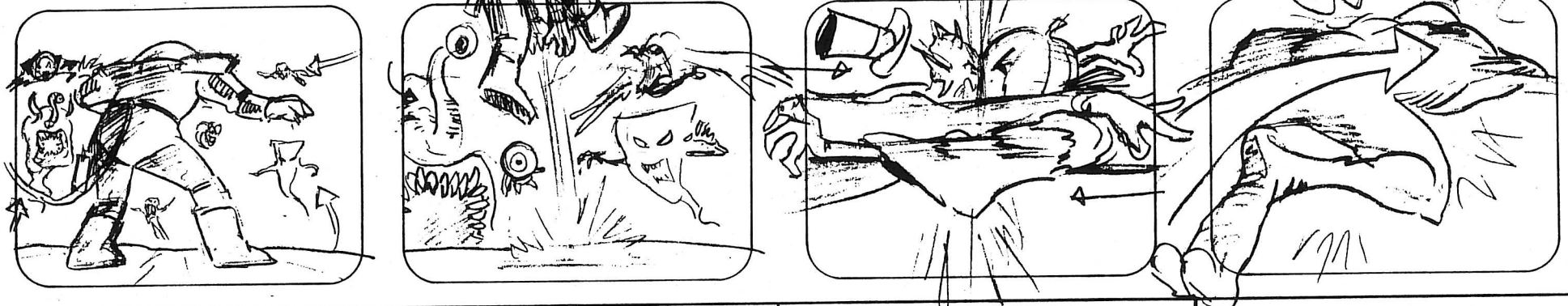


ACTION/ FAST T.U. ON EGON	ACTION/ GHOSTS COMING UP AT HIM -- PAN B.G.	ACTION/ GHOSTS FLYING DOWN AT HIM - PAN B.G.	ACTION/ GHOST FROM ALL OVER CONVERGING ON HIM (SCENE IS IN SLOW MOTION - ANIMATE SPEED LINES, AS IN
			DIALOGUE/ GOGOL 13)
DIALOGUE/	DIALOGUE/	DIALOGUE/	
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/ MUSIC START	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				93

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
177		177		177		177	



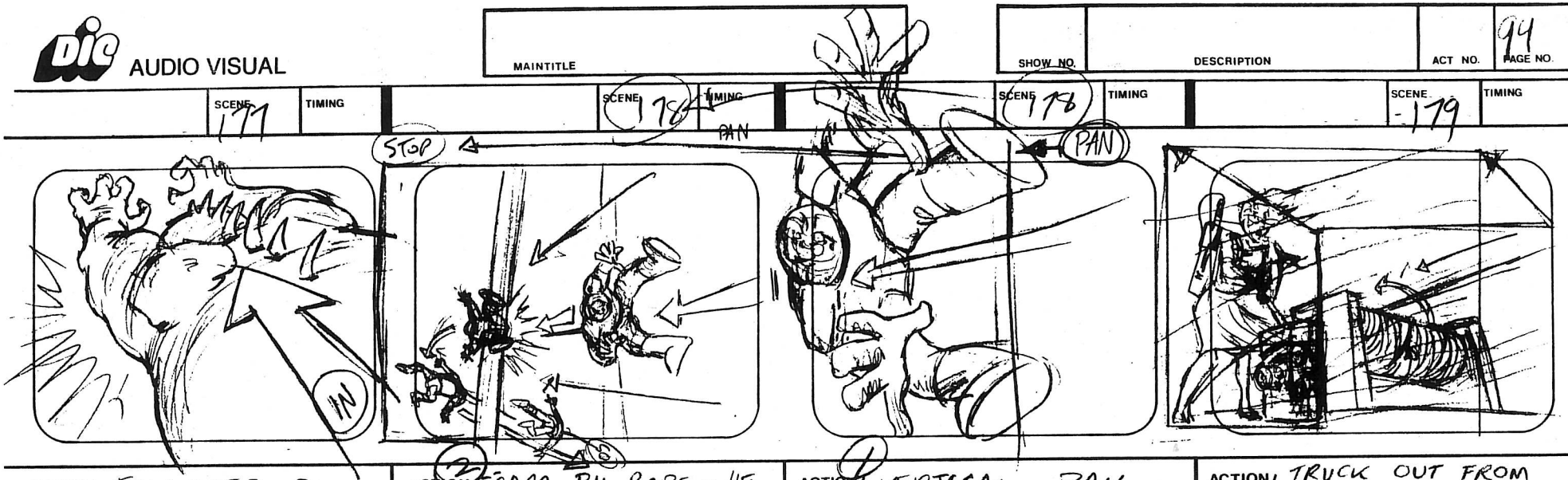
ACTION/ GHOSTS APPROACH QUICKLY --	ACTION/ SUDDENLY, EGON IS YANKED O.S.	ACTION/ SAMHAIN AND GHASH CRASH INTO EACH OTHER, UNABLE TO CHECK THEIR MOMENTUM --	ACTION/ -- WATT CRASHES INTO THEM --
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 94

SCENE 177	TIMING	SCENE 178	TIMING	SCENE 178	TIMING	SCENE 179	TIMING



ACTION/ FOLLOWED BY SOME OTHER BIG GHOST	ACTION/ CAM BY ROPE – HE BOUNCES OFF PIPE HE WAS STANDING ON IN #149, IS PULLED O.S.	ACTION/ VERTICAL PAN WITH EGON AS HE IS PULLED AWAY FROM—	ACTION/ TRUCK OUT FROM WINCH WHICH IS REELING IN ROPE AT HIGH SPEED TO INCLUDE JANINE AT THE WINCH HANDLE
DIALOGUE/	DIALOGUE/ EGON OOF!	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/ WINCH VACUUM WIND
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 95

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
140							

NO SC. 181

GHOSTS TAKE OFF FROM ISLAND, FLY AFTER EGON

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION /

DIALOGUE /

SOUND FX /

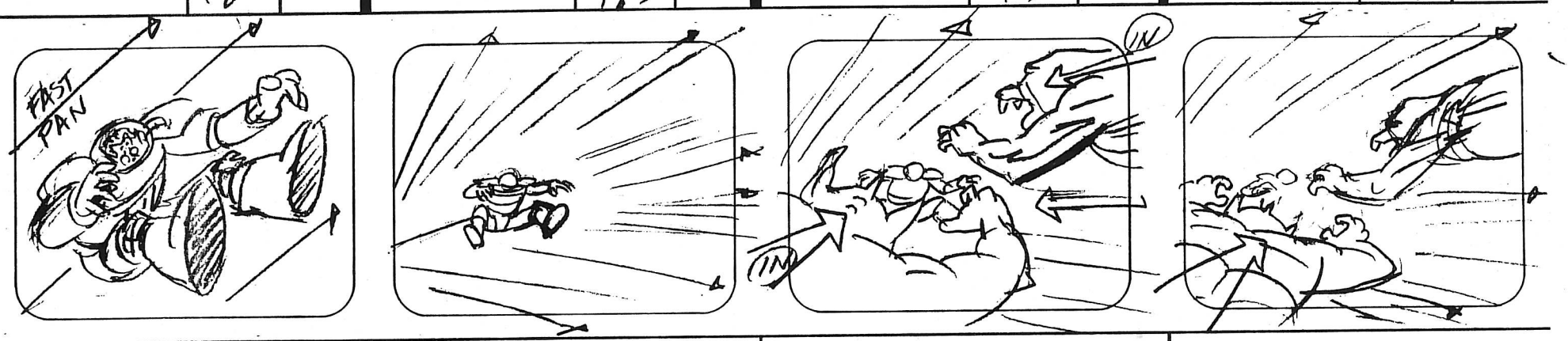
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				96

SCENE 182	TIMING	SCENE 183	TIMING	SCENE 183	TIMING	SCENE 18-3	TIMING



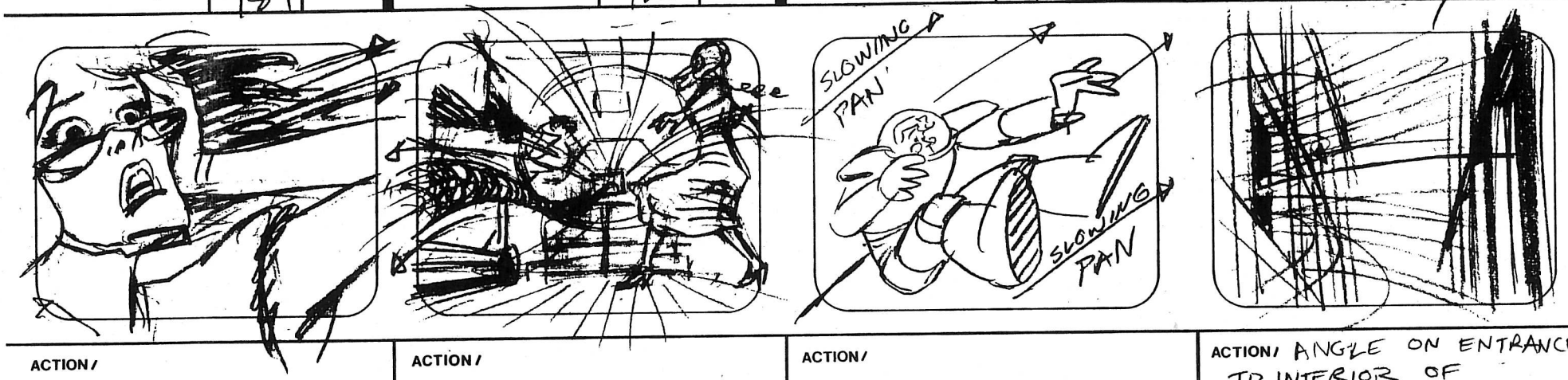
ACTION /	ACTION / ANIMATE SPEED LINES	ACTION / GHOSTS GAIN IN, FLY AWAY FROM CAM TOWARDS EGON	ACTION /
DIALOGUE / (CIS) EGON (VO) They'll try to beat us to the portal! DIALO We can't let them escape! Get to the force field device, Janine -- fast!		DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 47

	SCENE 184	TIMING		SCENE 185	TIMING		SCENE 186	TIMING		SCENE 187	TIMING



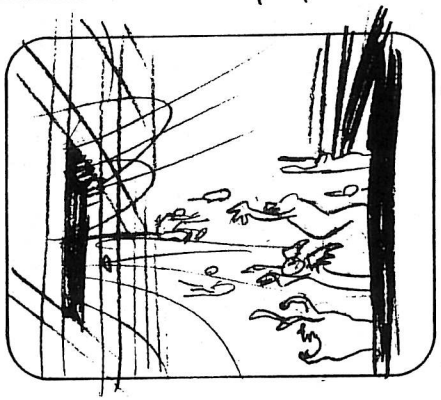
ACTION /	ACTION /	ACTION /	ACTION / ANGLE ON ENTRANCE TO INTERIOR OF CONTAINMENT UNIT WITH ROPE BEING PULLED THRU FRAME
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / WINCH ~ VACUUM WIND ~	SOUND FX / ~	SOUND FX / FAINT VACUUM WIND	SOUND FX / VACUUM WIND
NOTES /	NOTES /	NOTES /	NOTES /
TIMI JANINE	TIMING /	TIMING /	TIMING /

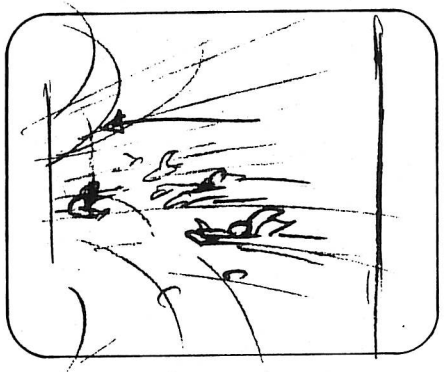
AUDIO VISUAL

MAINTITLE

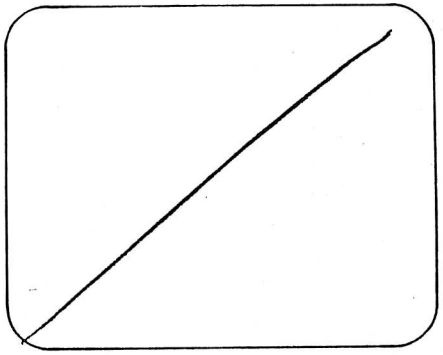
SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 96

SCENE 141	TIMING	SCENE 147	TIMING	SCENE	TIMING	SCENE	TIMING





NO SC. 148 THRU 191

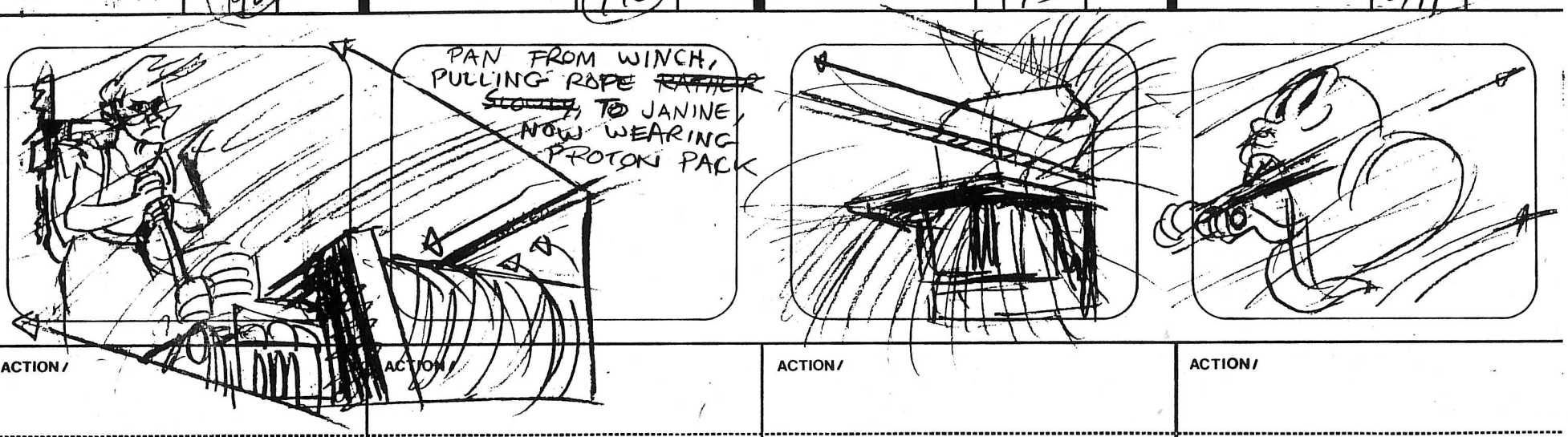


ACTION / EGON IS PULLED AT HIGH SPEED, FOLLOWED CLOSELY BY GHOSTS	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES / ANIMATED B.G.
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
		NO PG. 99		101

SCENE 192	TIMING	SCENE 192	TIMING	SCENE 193	TIMING	SCENE 194	TIMING

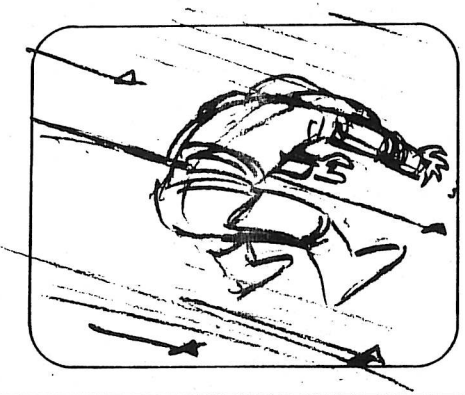


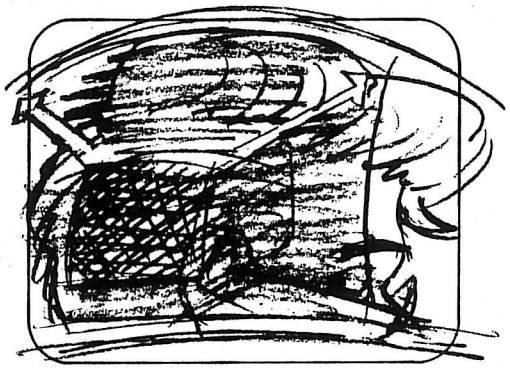
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND, WINCH	~~SOUND FX /~~	~~SOUND FX /~~	~~SOUND FX /~~
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

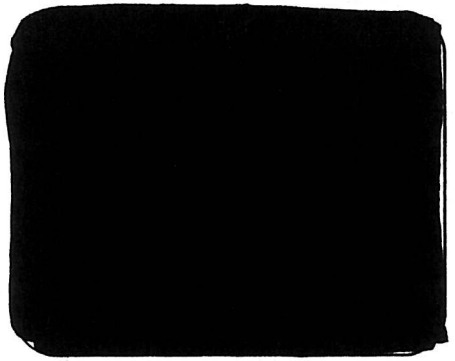
DIC AUDIO VISUAL

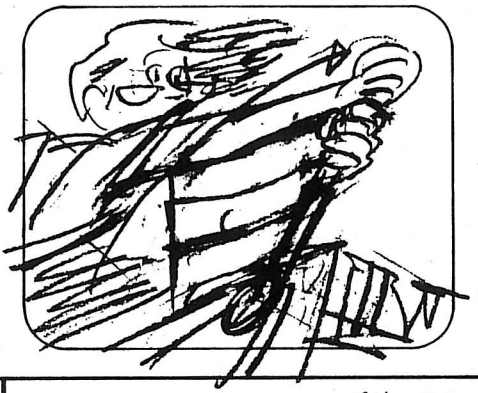
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

	SCENE 195	TIMING		SCENE 196	TIMING		SCENE	TIMING		SCENE 197	TIMING







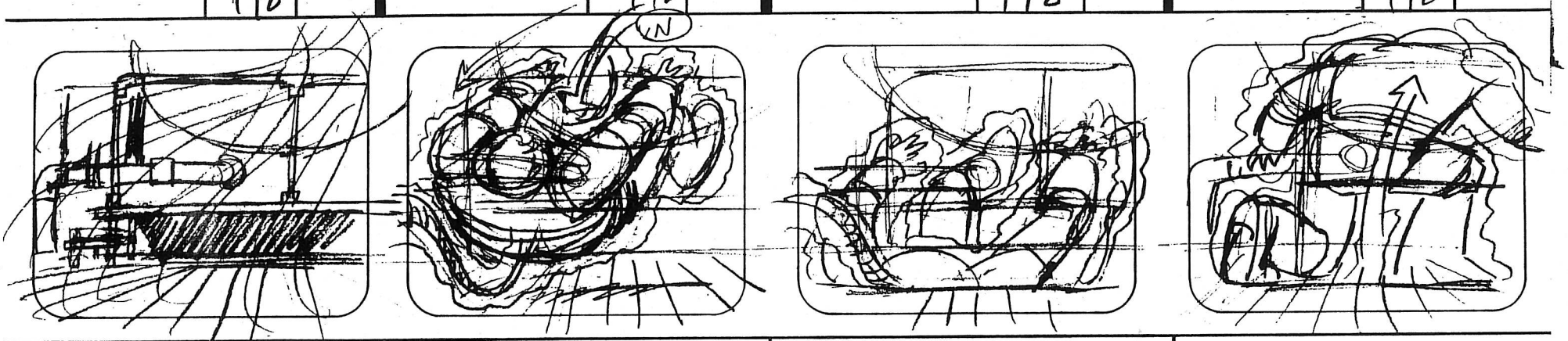


ACTION /	ACTION / BLACK OPENING TO CONTAINMENT UNIT IS REFLECTED ON BACK OF EGON'S HELMET - IT GROWS AS EGON SPEEDS TOWARD OPENING	ACTION / CAM GOES BLACK	ACTION / JANINE SHUTS OFF WINCH
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX / (STOP)	SOUND FX / SILENCE	SOUND FX / STOP WINCH SFX VACUUM WIND
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
198		198		198		198	

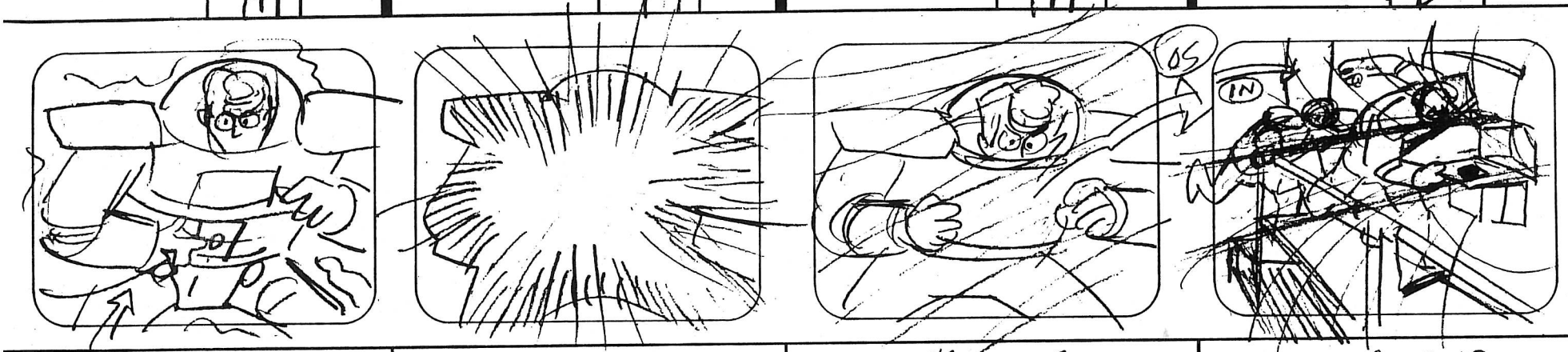


ACTION/ EXT. BASEMENT, CONTAINMENT UNIT –	ACTION/ –EGON – NOW TRANSPARENT AND GLOWING, FALLS INTO FRAME!–	ACTION/ –HE SINKS INTO FLOOR A BIT –	ACTION/ – THEN SPRINGS TO HIS KNEES –
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				103

SCENE 199	TIMING	SCENE 199	TIMING	SCENE 200	TIMING



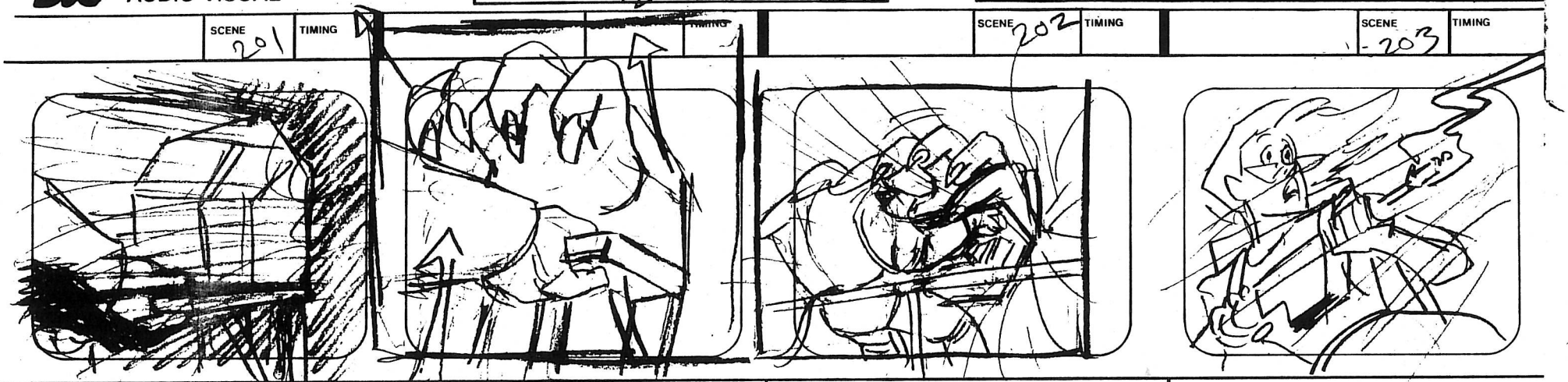
ACTION /	ACTION /	ACTION /	ACTION /
HE STANDS, PUSHES MOLECULAR DESTABALIZER	SUDDENLY, HE GLOWS, TO BRIGHTLY TO BE SEEN	HE'S NOW SOLID, CHARGES MANFULLY O.S.	HE RUNS UP PLATFORM TO HOLE IN CONTAINMENT UNIT
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACCUM WIND	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE 201

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 16

SCENE 201	TIMING	SCENE 202	TIMING	SCENE 203	TIMING



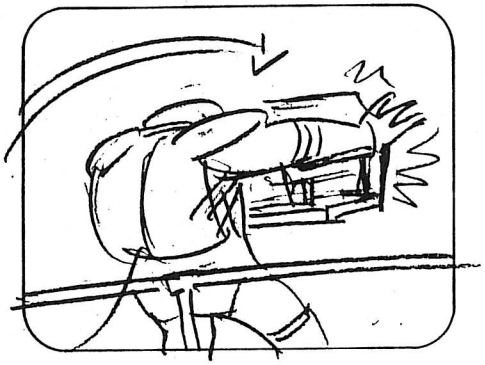
ACTION/ EGON STARTS TO CLOSE DOOR TO CONTAINMENT UNIT	ACTION/ TRUCK OUT AS DEMON HAND REACHES OUT	ACTION/ HAND FLAILS ABOUT BLINDLY, REACHING FOR ANYTHING	ACTION/ SHE FIRES A BLAST
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / VACUUM WIND	SOUND FX /	SOUND FX /	SOUND FX/ PROTON BLAST
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

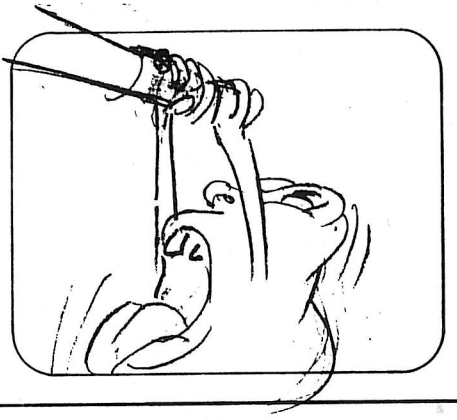
DIC AUDIO VISUAL

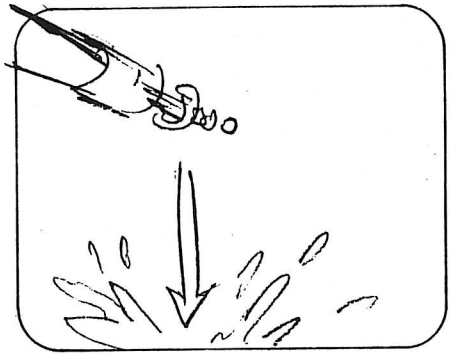
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 105

	SCENE 204	TIMING		SCENE 204	TIMING		SCENE 205	TIMING		SCENE 205	TIMING





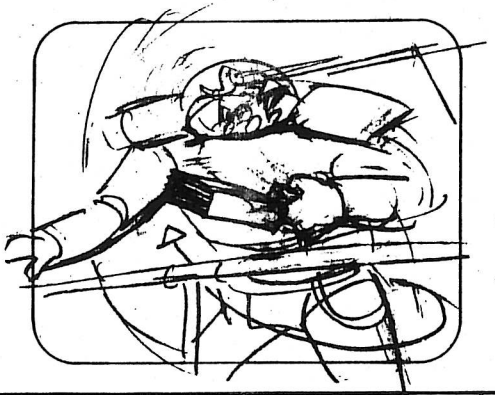


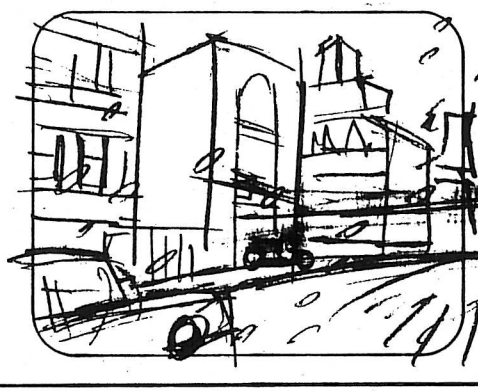
ACTION/ BLAST HITS HAND	ACTION/ EGON SHUTS CONTAINMENT UNIT	ACTION/	ACTION/ SLIMER LETS GO OF FORCE FIELD GENERATOR BARREL, FALLS, EXHAUSTED, O.S,
DIALOGUE/	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/ PROTON BLAST VACUUM WIND → (STOP VACCUUM WIND)	SOUND FX/ SLAM	SOUND FX/	SOUND FX/ SPLAT
NOTES/	NOTES/	NOTES/ MUSIC STOP	NOTES/
TIMIN GHOST	TIMING/	TIMING SLIMER	TIMING/

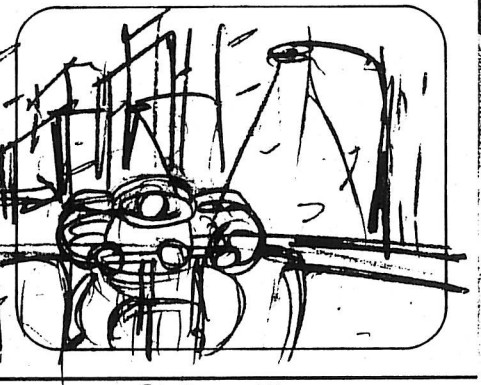
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				106

SCENE 206	TIMING	SCENE 207	TIMING	SCENE 208	TIMING	SCENE 208	TIMING







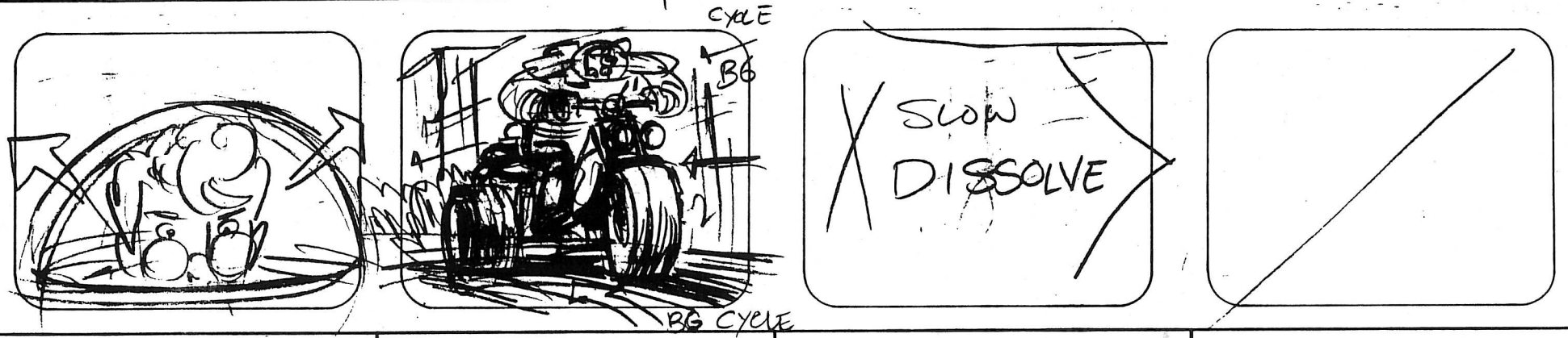
ACTION/ EGON HOLDS UP TRAP	ACTION/	ACTION/ EXT FIREHOUSE - NIGHT BLAMM! Out charges ECTO 2! Egon, still wearing the cables, clutches the trap. It races TOWARD CAMERA then angles off.	ACTION/ PAN TO FOLLOW EGON AS HE DRIVES ECTO-2 OUT OF FIREHOUSE, TURNS, DRIVES UP TO CAM TILL HIS FACE FILLS FRAME
DIALOGUE /	DIALOGUE/ JANINE But Egon, how'll you get them there?	DIALOGUE/	DIALOGUE/
SOUND FX /	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMI EGON	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 107

	SCENE 206	TIMING		SCENE 209	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION /	ACTION / BG SPEEDS PAST	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 10

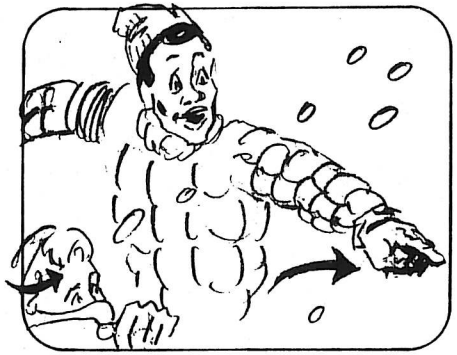
SCENE 210	TIMING	SCENE 211	TIMING	SCENE 212	TIMING	SCENE 213	TIMING

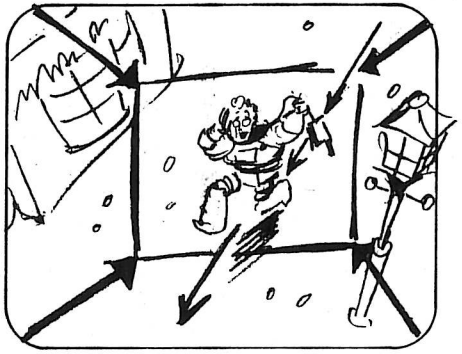
ACTION / SCROOGE'S BEDROOM - RAY PLAYING CHARADES WITH SCROOGE - RAY TAPS FOREARM (RAY AS XMAS FUTURE)	ACTION / RAY TUGS EAR	ACTION /	ACTION / PETE & WINSTON ON ROOF - PETER LOOKS THRU PERISCOPE DEVICE
DIALOGUE /	DIALOGUE /	DIALOGUE / (220) SCROOGE First syllable? Sounds like? ------	DIALOGUE / (221) PETER This isn't gonna work. We've failed. ---
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES / OL/CL FALLING SNOW
TIMING /	TIMING /	TIMING /	TIMING /

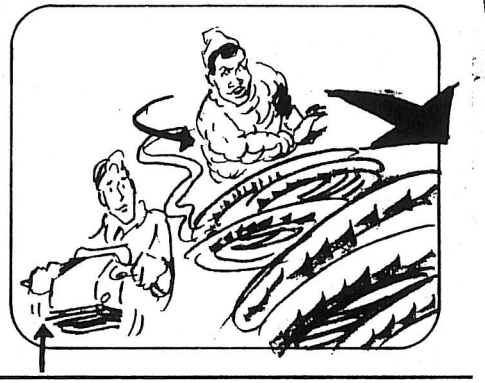
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				109

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	214			215			216			216	







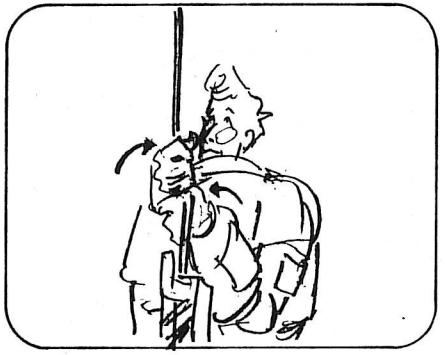
ACTION /	ACTION / EGON RUNS DOWN STREET	ACTION / WINSTON PREPARES TO TOSS ROPE PETE PUSHES BUTTON ON PERISCOPE	ACTION / PERISCOPE RETRACTS - WINSTON TOSSES ROPE INTO CAM
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
(222) WINSTON Not yet! Look!	(223) EGON I got them! I got them!	(224) WINSTON All right, Egon! Catch!	
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / 01/41 SNOW FALLING	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

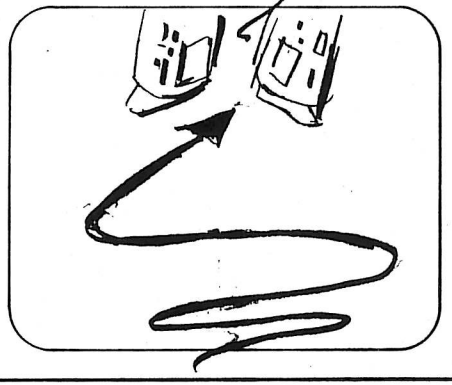
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				110

SCENE 217	TIMING	SCENE 217	TIMING	SCENE 217	TIMING	SCENE 218	TIMING

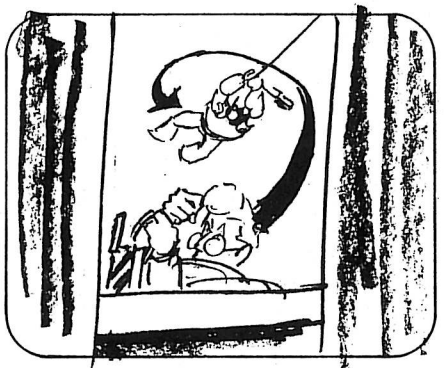
ACTION/ ROPE INTO SC. -EGON REACHES FOR IT-



ACTION/ -GRABS IT -



ACTION/ IS PULLED UP O.S.



ACTION/ VIEW FROM INSIDE ROOM - EGON SWINGS AROUND

DIALOGUE /

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

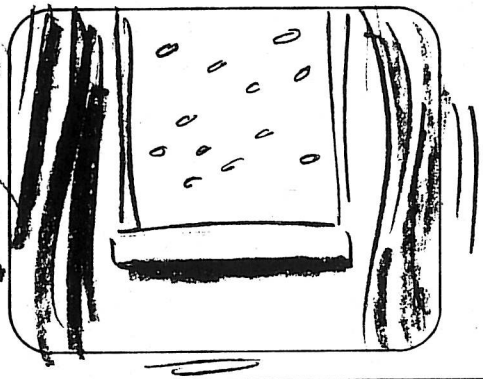
TIMING /

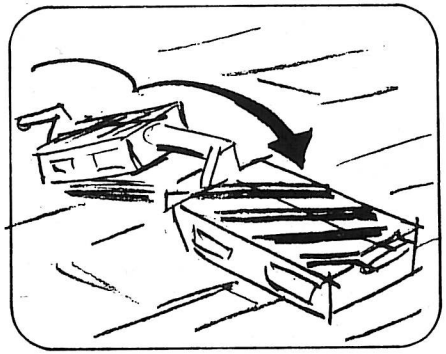
TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				111

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	218			216			219			220	



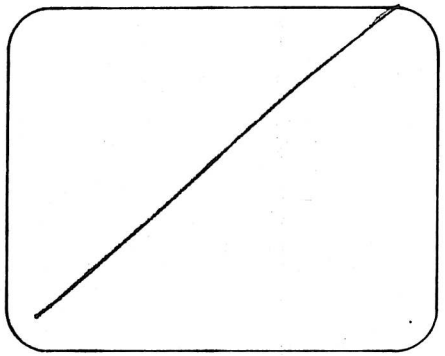


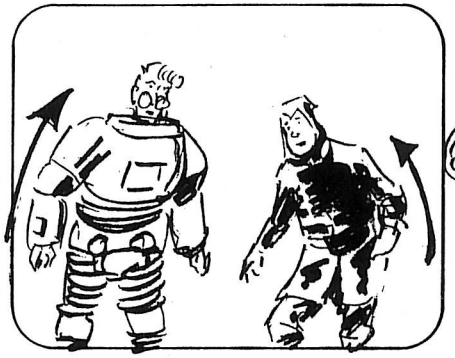
ACTION / EGON THRU WINDOW (INT. VIEW) & AT CAM	ACTION /	ACTION /	ACTION / TRAP INTO SC. - BOUNCES & STOPS
DIALOGUE / Duck! (225) RAY	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / OS: CRASH!!	SOUND FX /	SOUND FX /
NOTES / LIL SNOWFALLING	NOTES / ((CAM SHAKE))	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				12

SCENE 220	TIMING	SCENE	TIMING	SCENE 221	TIMING	SCENE 221	TIMING



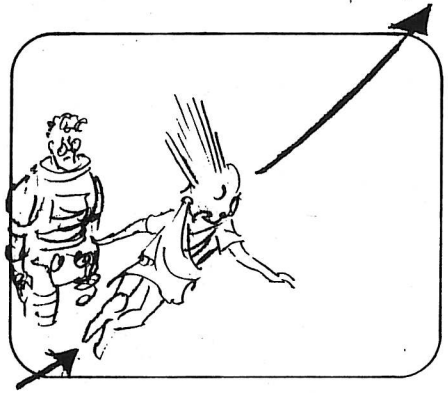


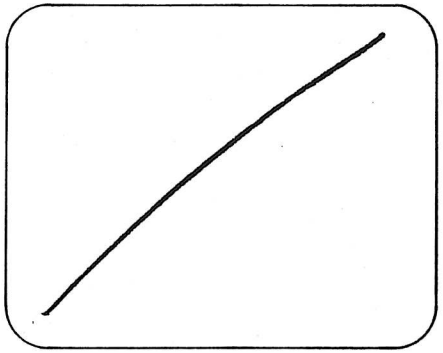
ACTION / TRAP OPENS - BACKLIT FX & X MAS GHOSTS COME OUT	ACTION / EGON & RAY RISE	ACTION / GHOSTS OF XMAS PRESENT & FUTURE INTO SC.
DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /

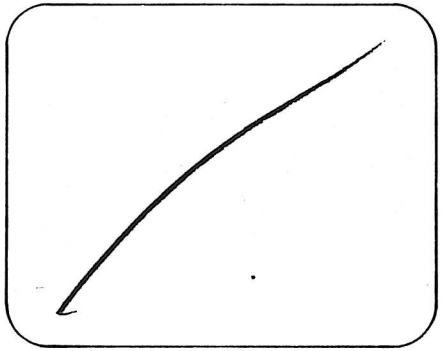
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				113

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	22			22						-	





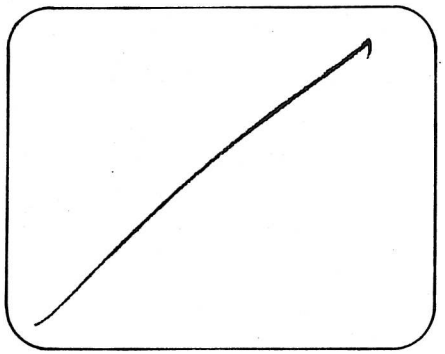


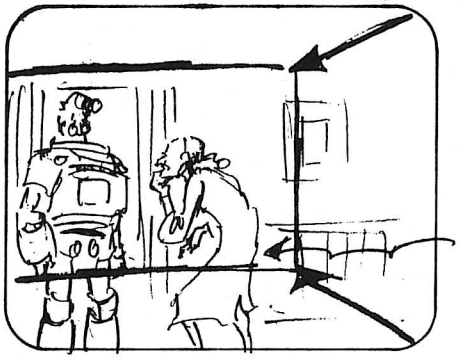
ACTION / GHOSTS PICK RAY UP & FLY O.S. WITH HIM	ACTION / XMAS PAST THRU SC. AFTER THEM	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

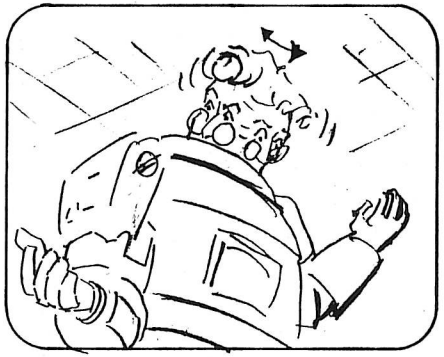
DIC AUDIO VISUAL

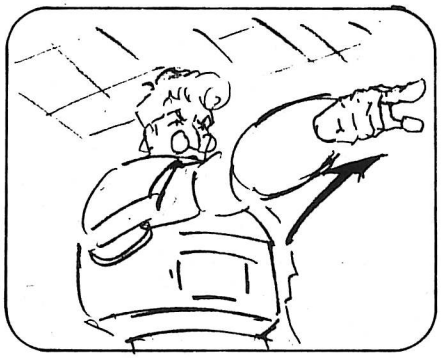
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				114

SCENE	TIMING	SCENE 221	TIMING	SCENE 222	TIMING	SCENE 222	TIMING









ACTION /	ACTION / SCROOGE INTO SC. WALKS OVER TO EGON	ACTION / EGON LOOKS AT HIS OUTFIT - GETS THE IDEA	ACTION /
DIALOGUE /	DIALOGUE / (226) SCROOGE Why, Jacob Marley! Back again -- and still wearing those chains, I see. Why have you returned?	DIALOGUE /	DIALOGUE / (227) EGON (in Marley character) To say that you will be visited this night by three spirits!
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 15

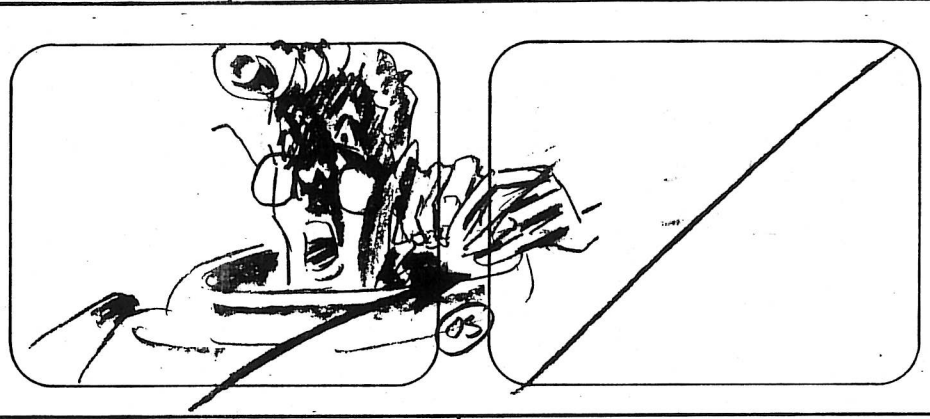
	SCENE 223	TIMING		SCENE 224	TIMING		SCENE 225	TIMING		SCENE 225	TIMING

ACTION /	ACTION / EGON SEES GHOST PROMPTING HIM FROM WINDOW	ACTION /	ACTION / HANDS OF XMAS PRESENT & FUTURE INTO SC.
DIALOGUE / (226) SCROOGE --- Three more? I'm not sure I can stand it.	DIALOGUE /	DIALOGUE / (229) EGON The first will come at one, the second at two; the third will come -- whenever. Now, Ebeneezer Scrooge: farewell!	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				116

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	225						226			226	



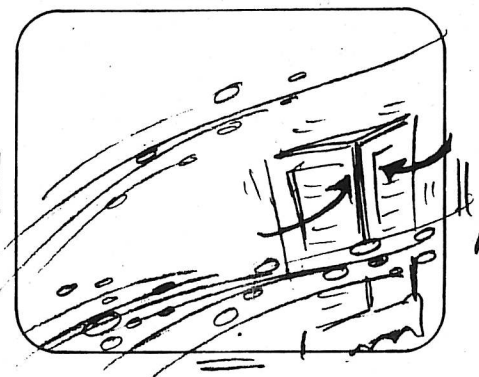
ACTION / GRAB EGON & HAUL HIM O.S.	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / (230) CHRISTMAS PAST Now, as my brother Christmas Future might say -- let's take it from the top.
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 11

SCENE 226	TIMING	SCENE 227	TIMING	SCENE 228	TIMING	SCENE 229	TIMING



ACTION / SUDDEN WIND BLOWS SHUTTERS CLOSED (CAM SHAKE)	ACTION / GHOSTS DROP PETER ON ROOF	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE / (231) WINSTON: Well? Did we do okay?	DIALOGUE / (232) RAY: Yeah, you think old Scrooge'll learn his lesson?
SOUND FX / HOWLING WIND - SHUTTERS SLAM	SOUND FX / OL/4L SNOW	SOUND FX /	SOUND FX /
NOTES / OL SNOW	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				118

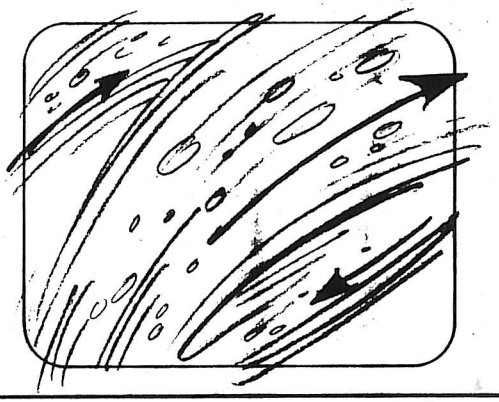
	SCENE 230	TIMING	SCENE 231	TIMING	SCENE 231	TIMING	SCENE 232	TIMING

ACTION / XMAS PRESENT WINKS AT PETER	ACTION /	ACTION /	ACTION /
DIALOGUE / (235) CHRISTMAS PRESENT Aye, I think he'll learn his lesson -- as I assume you, too, have learned yours. That is, of course, why you're here.	DIALOGUE /	DIALOGUE / (234) PETER Believe me, I have. I don't think I ever appreciated Christmas until I lost it. Honest. Now -- can we go home?	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / OL/UL FALLING SNOW	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				119

SCENE 233	TIMING	SCENE 233	TIMING	SCENE 233	TIMING	SCENE -	TIMING



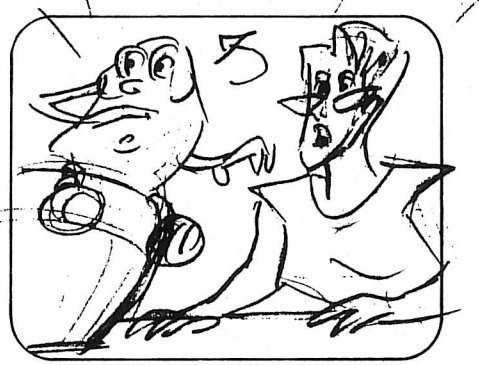
FADE TO WHITE

ACTION /	ACTION / GHOST BUSTERS HANDS IN TO GRAB ROBE	ACTION / SWIRL OF SNOW UP INTO CAM - (WIPES SC)	ACTION /
DIALOGUE / (1.5) (235) CHRISTMAS PRESENT (laughing) Of course! You had only to ask. Take hold of my robe -- that's it!	DIALOGUE / 3E TIGHTS	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES / OL/UL SNOW FALLING	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				120

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	234			235			235			236	

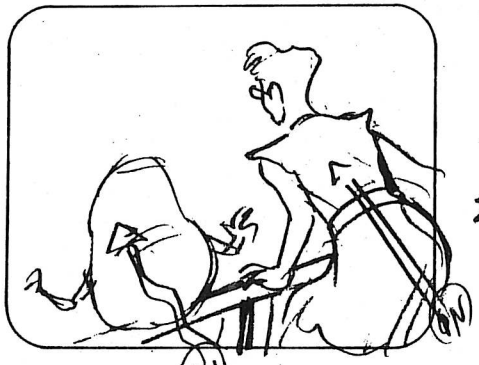


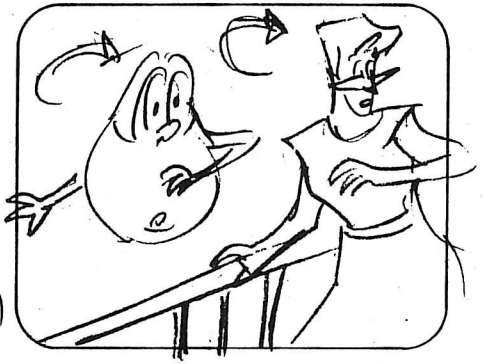
ACTION/ INT. FIREHOUSE - NIGHT JANINE AND SLIMER ARE HANGING--	ACTION/ AROUND KITCHEN TABLE WAITING FOR BUSTERS	ACTION/ THEY LOOK UP AS THEY HEAR WEIRD NOISE	ACTION/ ECTO-1 AND ECTO-2 APPEAR IN GARAGE
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / MYSTICAL SFX	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIM JANINE	TIMI JANINE (CONT)	TIMING /	TIMING /

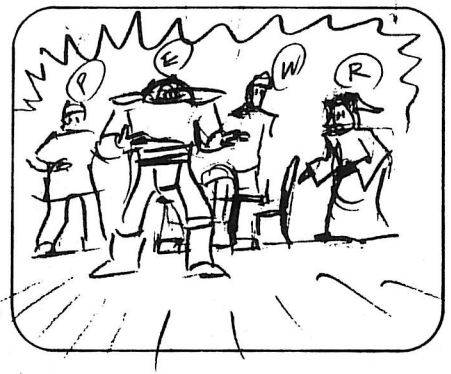
DIC AUDIO VISUAL

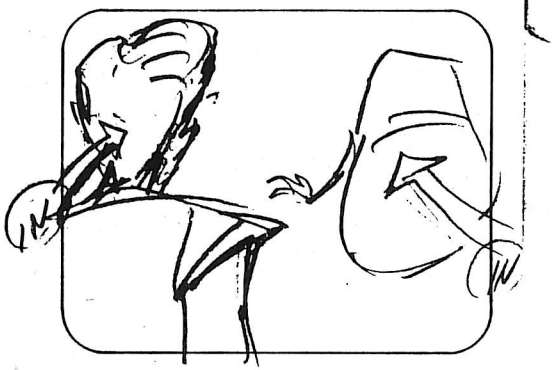
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				12

	SCENE 236	TIMING		SCENE 236	TIMING		SCENE 237	TIMING		SCENE 237	TIMING







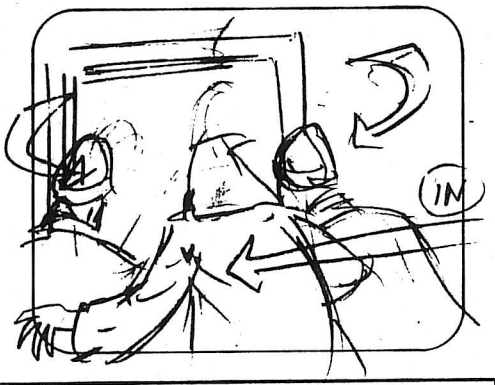


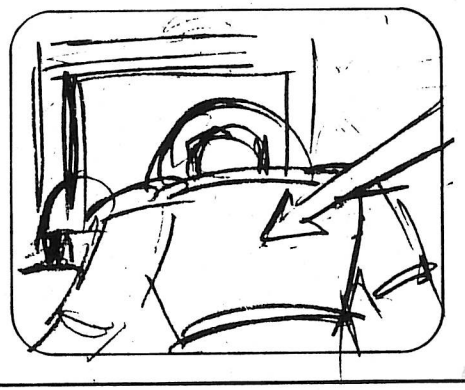
ACTION/ JANINE + SLIMER RUN IN, LOOK OVER MEZZANINE TO CARS	ACTION/ THEY TURN TOWARD WIERD NOISE BEHIND THEM IN KITCHEN	ACTION/ BUSTER APPEAR	ACTION/ JANINE, SLIMER INTO FRAME
DIALOGUE /	DIALOGUE /	DIALOGUE / RAY How did we -- I mean, we were just at Scrooge's place!	
SOUND FX /	SOUND FX/ MYSTICAL SFX	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				127

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	238			238			238			239	





ACTION /	ACTION / BUSTERS RUN OVER TO WINDOW	ACTION /	ACTION / OVER PETE & WINSTON'S SHOULDERS, LOOKING DOWN OUT WINDOW AT CAROLLERS.
D (237) PETER What a way to travel. (238) WINSTON Question is, did it work? Is Christmas back?	DIALOGUE /	DIALOGUE /	DIALOGUE / CAROLLERS (SINGING)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES / IT HAS STOPPED SNOWING
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				123

SCENE 240	TIMING	SCENE 241	TIMING	SCENE 241	TIMING	SCENE -	TIMING

ACTION/ CAROLLERS ARE ALL BLACK EXCEPT FOR CHINESE MAN AND WHITE WOMAN

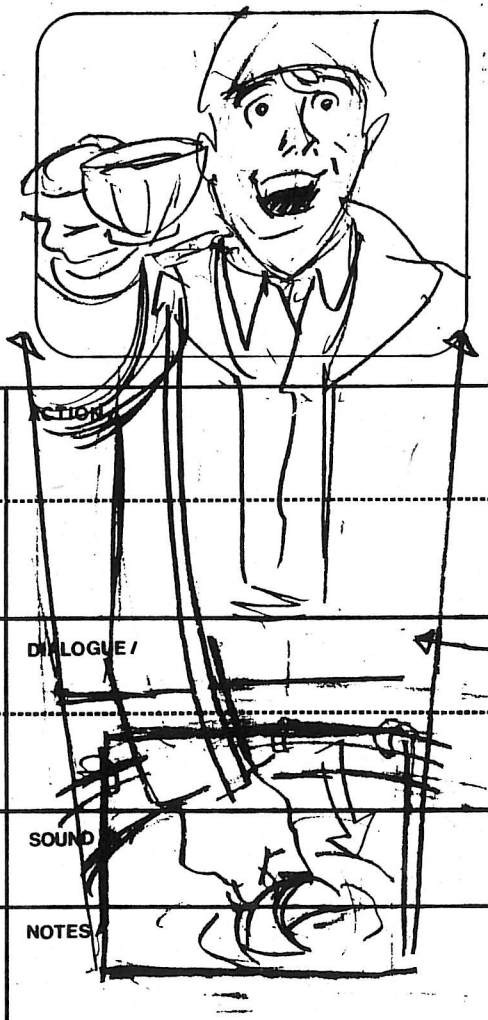
DIALOGUE (239) CAROLLERS (CONT) (singing)

(240) PETER (VO)
I'd say it worked out just fine.

SOUND FX/

NOTES/

TIMING/



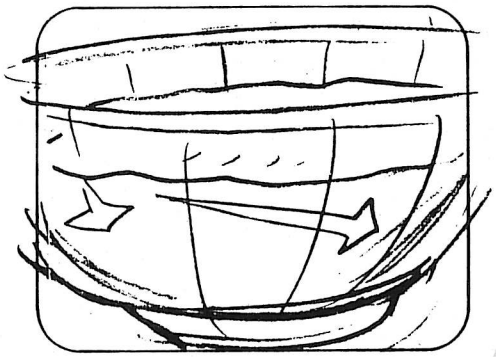
ACTION/

DIALOGUE/

SOUND FX/

NOTES/

TIMING/



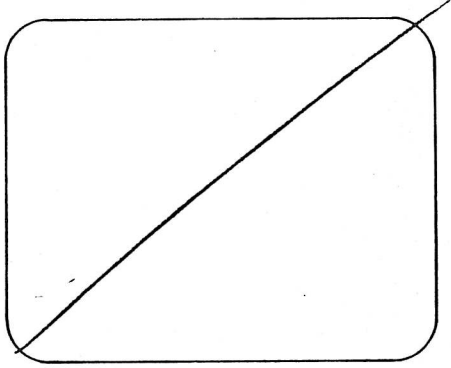
ACTION/ PETE DUNKS CUP INTO EGG NOG, PAN TO FOLLOW IT AS HE --

(241) PETER
DIAL So I propose a toast -- to Ebeneezer Scrooge and the three Ghosts of Christmas.

SOUND FX/

NOTES/

TIMING/



ACTION/ -- LIFTS IT UP IN TOAST, THEN THRUSTS IT AS CAM TILL IT FILLS FRAME

DIALOGUE/

SOUND FX/

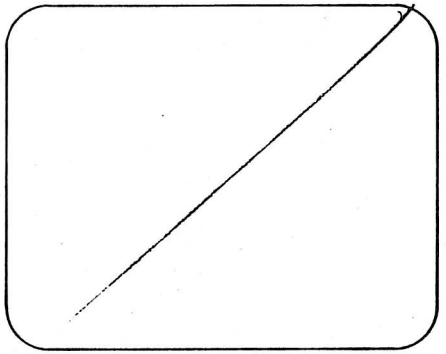
NOTES/

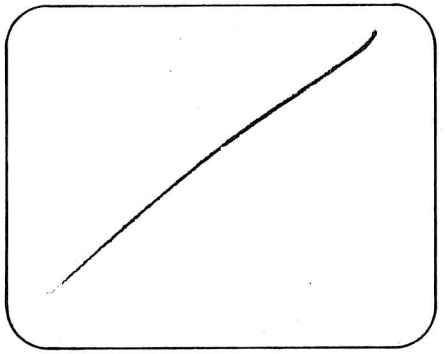
TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				124

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	242			243							





ACTION / THEY DO A TOAST	ACTION /	ACTION /	ACTION /
DIALOGUE / Here; here. (242) ALL	WINSTON You know, it's funny -- I always thought all that was just a story. Makes you wonder what else might be real.	DIALOGUE /	DIALOGUE /
SOUND FX / CLINK OF GLASSES	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				125

	SCENE 243	TIMING		SCENE 244	TIMING		SCENE 245	TIMING		SCENE 245	TIMING

ACTION/ WINSTON LOOKS UP	ACTION/ EVERYONE LOOKS UP TOWARD CAM	ACTION/	ACTION/ PETER LOOKS AT OTHERS, LIFTS CUP INTO FRAME
DIALOGUE/ (244) SANTA (OS) (laughs)	DIALOGUE/ SANTA (OS) (CONT On Dancer! On Prancer! On Donner! On Blitzen!	DIALOGUE/ (245) PETER Naaaah. Couldn't be.	DIALOGUE/ Then again -- why not?
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/ IT'S NOT REALLY SANTA! IT'S A HORRIBLE HOAX, INVENTED BY--	NOTES/ -PARENTS AND MERCHANDIZERS TO TWIST THEIR CHILDRENS LIVES!!
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				126

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	246										

FADE OUT

THE END

ACTION / TRUCK OUT FROM FIREHOUSE -	ACTION /	ACTION /	ACTION /
DIA (246) SANTA (OS) Merry Christmas to all! (247) ALL (OS) And to all a good night!	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /